DECEMBER 1991 No 118

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SU

SINCLAIR USER

For ALL Spectrum owners

WWF DING DONG!! EXCLUSIVE REVIEW!!

9 770262 545014 12



WWF THE GREAT 8
EXCLUSIVE DEMO! WATCH IT AND WEEP!

NINJA
COMPLETELY ORIGINAL AND WHOLE ACTION!!

TIR NA NOG
THE ORIGINAL AND BEST ARCADE ADVENTURE!

LIGHTFORCE
SUPERLATIVE ARCADE ACTION · YOUR PRIZE GAME!!!

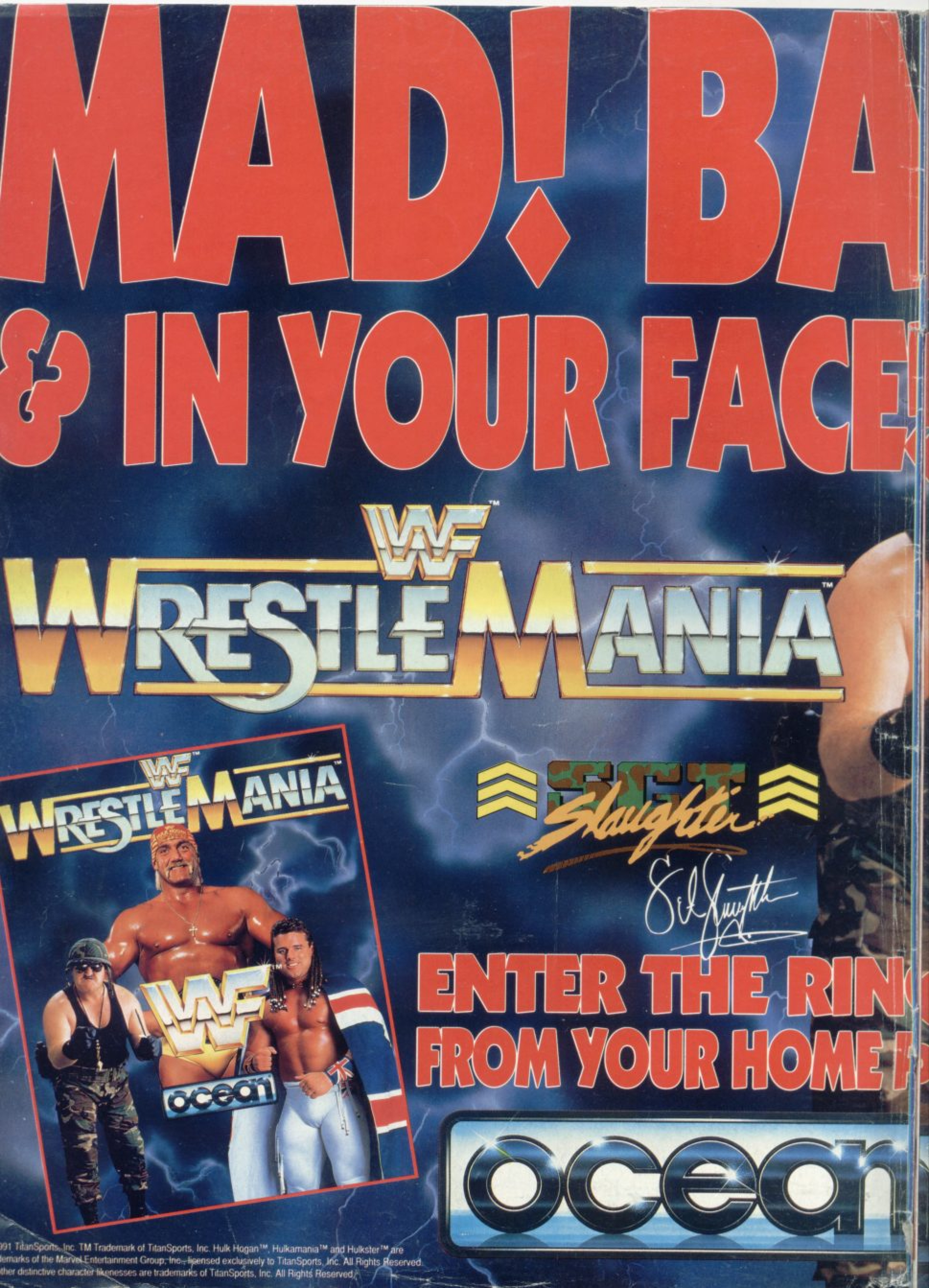
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MAD! BA
& IN YOUR FACE
WWF
WRESTLEMANIA
WWF
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ENTER THE RIN
FROM YOUR HOME
ocean
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BRITISH BULLDOG

PLAY THE GAME MAN!

Hello fellow humans!
Bartholomew J. Simpson here, with a very important secret:

SPACE MUTANTS ARE INVADING SPRINGFIELD

That's right man! A buncha slimy, horrible, totally gross and putrid monsters are taking over the bodies of the people who live here and they wanna build a weapon that's gonna take over the entire planet!

PReTTy CoOL, HUh?

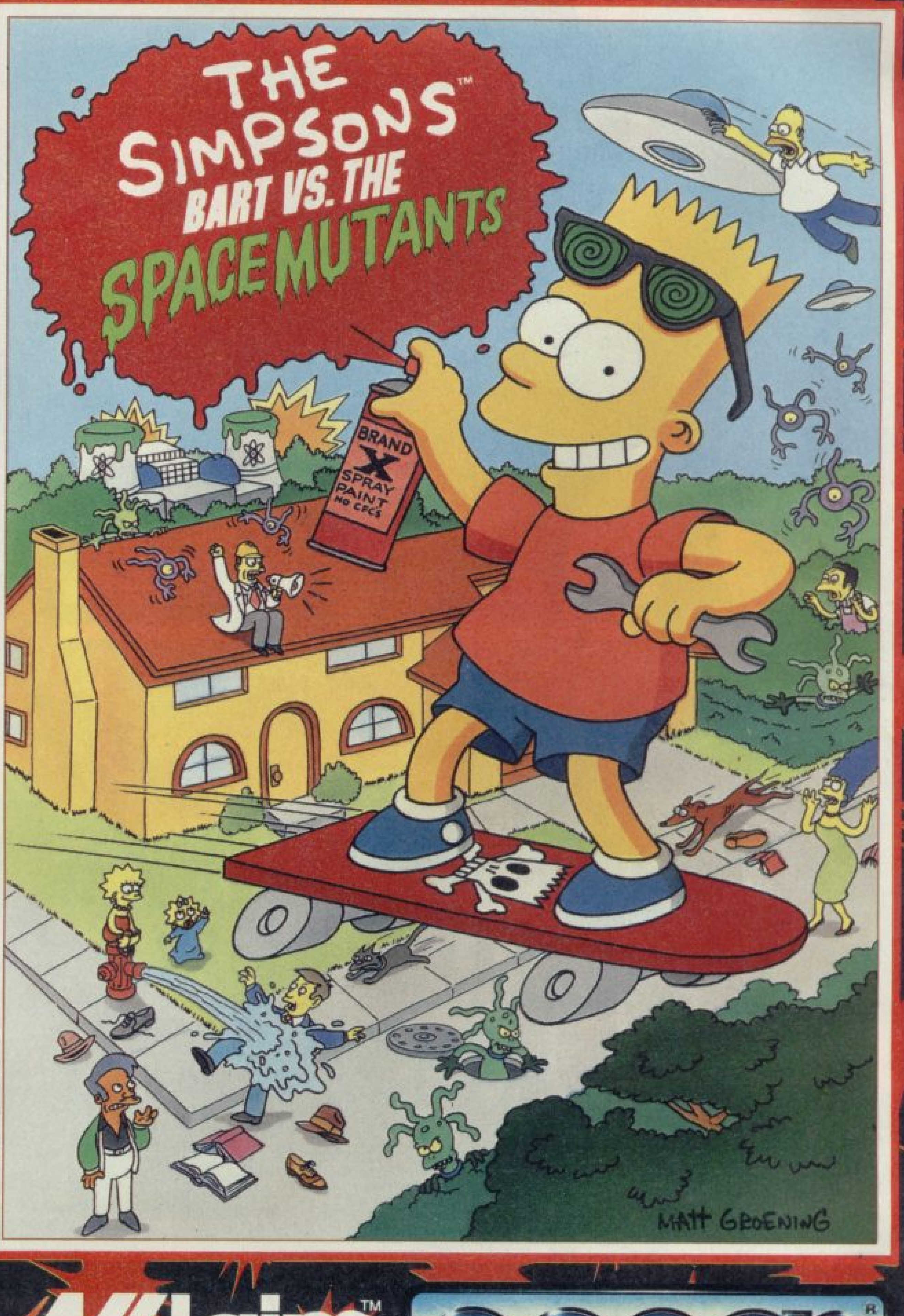
Anyway, yours truly is the only one who can see 'em! I've gotta spray-paint things, get radical on my skateboard, use my trusty slingshot, and in general behave like a nuisance, man.
Plus, with evil dudes like Nelson the bully and Sideshow Bob getting in my way, it's a good thing I've got the rest of the Simpsons to help me out!
So if you're a decent person a patriot, and somebody who cares about this sorry planet, you'll do the right thing.

SAVE THE EARTH

BUy THiS GaME!
Thanks man.







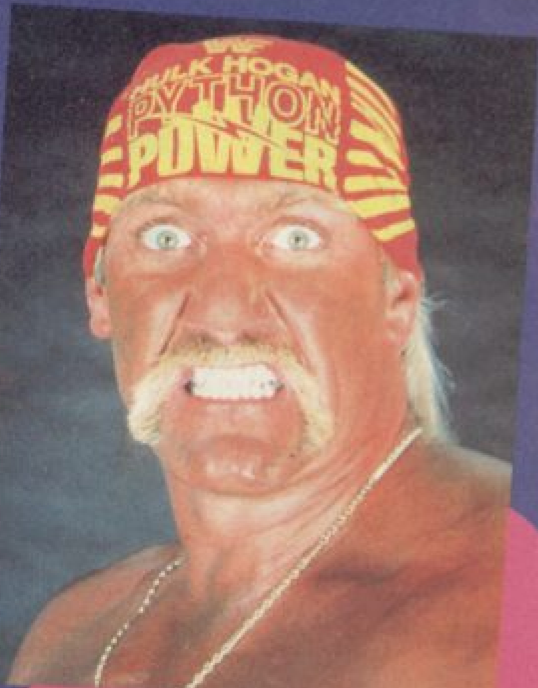
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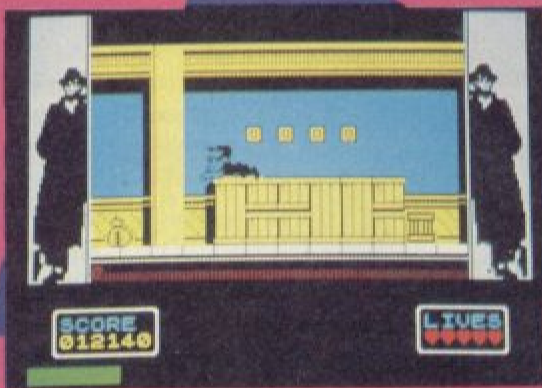
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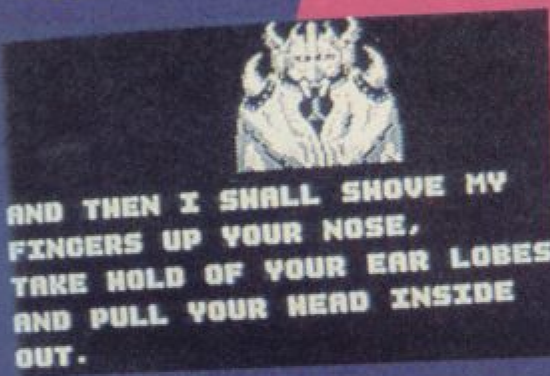
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SOFTWARE





GREAT EIGHT 6

This month you get *WWF* the demo! Feast your eyes on some of the best graphics around!! Plus fully playable adventure with *TIR NA NOG*, original 3D action with *SPIRT OF NINJA* and thumb blistering action with the SU Prize Game, *LIGHTFORCE*. Brush up your geography with our *COUNTRIES of the WORLD* Atlas, eat to the beat in the rad *LYRA 2* music demo, not forgetting the load-in cheats in **TIPS AMAZING** and Graham Mason's very own **POKEMANIA!**

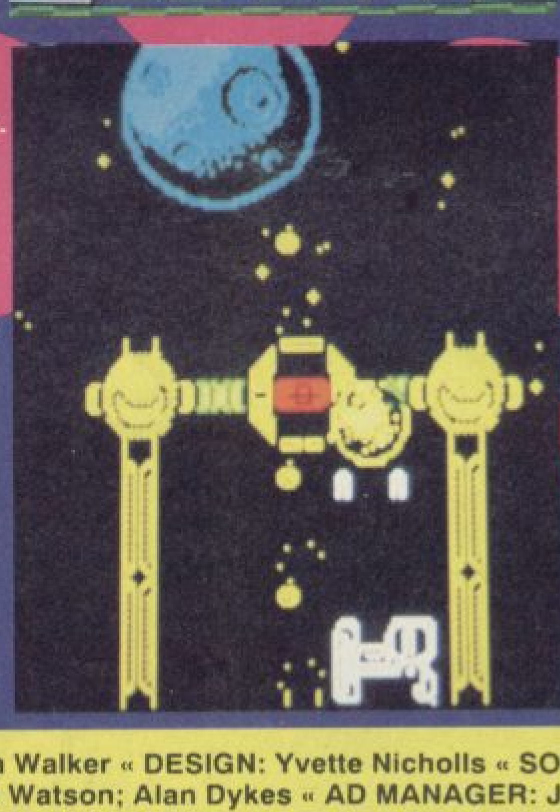
UPFRONT 8

All the latest happenings in the wacky world of Spectrum, including the latest release, the amazing ***LEMMINGS!!!***

HACK SQUAD 19

Pretty prose this month Hack fans, as 'Captain' Steve Keen goes A.W.O.L. to be replaced by gorgeous, pouting Hannah Smith, the erstwhile Girlie Tipster. Will she have something to get you going? Why not look and find out!





SORCERESS 36

Tired, wounded or maybe just lost and confused? Fear not! The Sorceress is here to tend to the bewitched and bewildered, and answer your questions.

COMPOS 45

Want to win copies of the boardgame Advanced Heroquest and copies of Gremlin's Heroquest and Return of the Witchlord? Who doesn't eh, readers?

COIN OPS 62

Captain Cook uncrosses his legs and returns from his voyage of discovery and shows us all where to spend a penny or two.



SAM PAGE 52

Yes, this is the page for all SAM owvers to tune into...

CHECKOUT 58

All at the latest vids, including All Dogs go to Heaven, Party Camp and Dangerous Curves. delves into swords and armour, Terminator and Arnie models, and a huge Freddy Krueger.

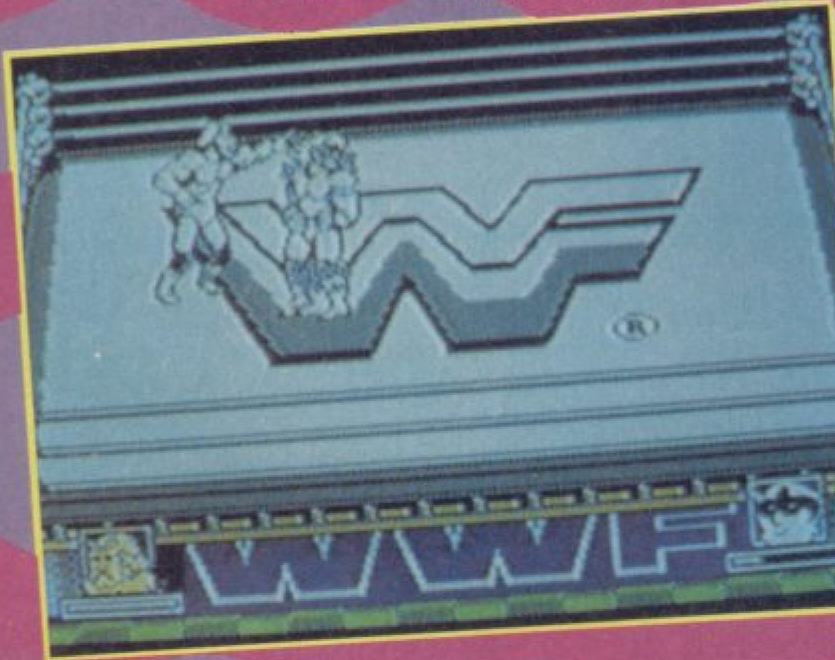
EDITOR: Garth Sumpter « DESIGN: Andrea Walker « DESIGN: Yvette Nicholls « SOFTWARE EDITOR: Steve Keen «SU CREW: John Cook; Pete Gerrard; Phillip Fisch; Ian Watson; Alan Dykes « AD MANAGER: Jerry Hall « AD PRODUCTION: Jo Gleissner « MARKETING MAN.: Mark Swan « MARKETING WOMEN: Sarah Ewing; Sarah Hilliard « PUBLISHER: Graham Taylor « MANAGING DIRECTOR: Terry Pratt « (c)1991 EMAP IMAGES « 071 - 251 6222 (bring,,bring!) « FAX 071- 490 1095 (beep,..beep) « SU, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU « Colour by Proprint « Printed by Kingfisher

THE GREAT

WOW! Who needs to start looking for Christmas presents when you've got the fabulous SU Crew scouring the universe for software in a battle of wits that they're well-tooled up to win!

WWF 128K only

This is probably the best demo we've ever had on the tape. Just look at the graphics and the animation and judge for yourself whether this will be the Christmas number one or what! Move over Turtles, you're history mudsuckers!



TIR NA NOG 48K

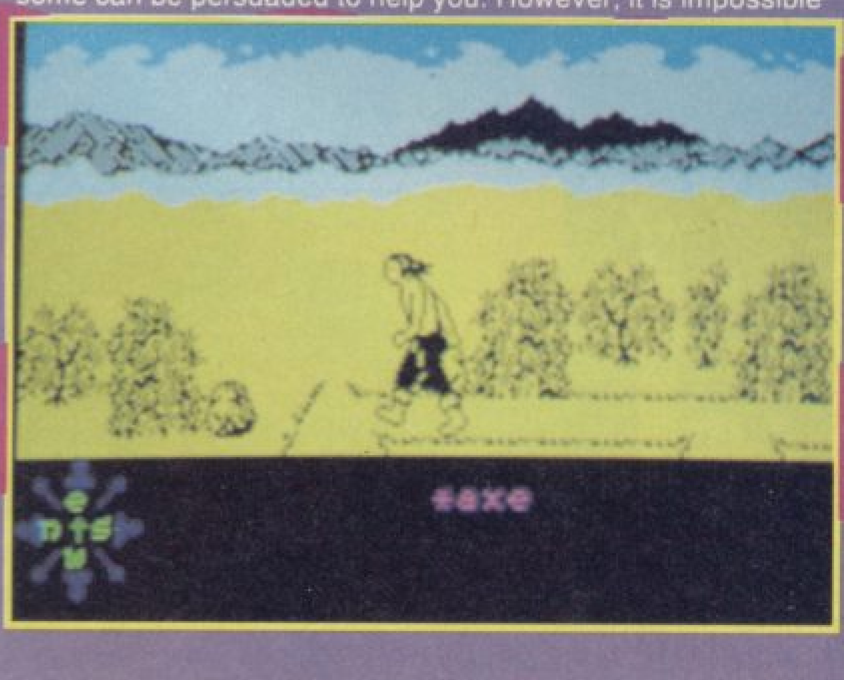
To Load type LOAD"" and enter.

CONTROL Keyboard only

Your main task in Tir Na Nog is to locate, re-unite and then activate the fragments of the seal of Calum. The real difficulty lies not in finding the fragments, but persuading the current owners to give them up. To do this, there are over twenty different sub-quests that may need to be completed in order to solve the main one. Many everyday problems will need to be overcome to make progress, whether it is in what you are carrying or even the order in which you do things.

INTERACTION

A few inhabitants of Tir Na Nog are friendly but most aren't but some can be persuaded to help you. However, it is impossible



to avoid combat and your effectiveness will be determined by what you're carrying and what weapon you have selected.

KEYS

The four corner keys will cause you to 'thrust' with a selected object.
Alternate keys on the bottom row move you left and right.
Alternate keys on the second row move the camera angle 90 degrees.
Alternate keys on the third row will cause you to pick up/drop specific objects.
Number keys allow you to nominate one of the objects that you are carrying for dropping or thrusting.

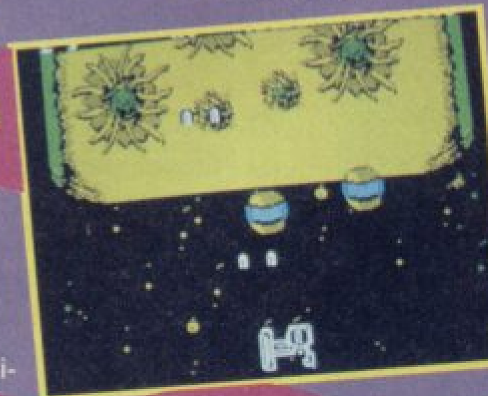
SPECIAL KEYS

SYMBOL SHIFT and 4 will toggle auto-run mode.
SYMBOL SHIFT and 5 will pause the game.
SYMBOL SHIFT and 6 will return you to the options screen to save a game. You can then return to where you where in the game using the option menu.

THE FOUR PIECES OF THE SEAL OF CALUM

Dagda's Cauldron -
Spear of Lugh -
Stone of Fal -
Nuada's Sword

Next month we'll be giving you Dun Darach which is the second in the Gremlin trilogy.





PRIZE GAME -LIGHTFORCE (48K)

CONTROL - Joystick or Keyboard

LOADING - Type LOAD"" and enter

A straight forward, but sizzlingly fast, vertical scrolling shoot 'em up that really is the dogs hind legs of speedy shooters. As you emerge from light drive, you are confronted with oodles of enemy fighters, ground based gun installations and special armaments pods which you can pick up to increase firepower. To win the game, all you have to do is to work out the password for the game from the following cryptic clue. If you can't work it out, then you can always phone the number below, get the password and get blastin'...

PRIZE GAME PASSWORD CLUE

"Miss the last letter for the tight, old queen."

PASSWORD PHONELINE

Can't work out the password clue? Then just ring this number. Calls cost 36p per minute cheap rate and 48p at all other times. Maximum cost of call is less than 1.00!

0839 500819

8

SU CREW

Garth Sumpter



Oh dear, the fat, old fool really has blown a sparky this month. After having spent most of his SU pocket money on his 37 visits to see Terminator 2, he has finally taken to walking around the office in his biker gear, shouting "Come with me if you want to live" and then shooting his publisher, Steve Keen, Big Al' and even the lovely Andrea with a Nintendo light gun. This isn't too bad but his repeated pleas to lower him into some boiling metal is really getting on his nerves. Rumour has it, that Steve Keen and Big Al' have bought an industrial cauldron and are currently collecting scrap metal...

Steve Keen



Not a man known for mincing his words (although his walk could do with some improvement), said "Hasta La Vesta" to the Crew this month in a tearful farewell to the Spectrum market. His going will leave a hole in the Crew but Big Al' will be squeezing into the gap (bagels allowing), until a replacement can be found. Garth is apparently looking for long-haired sheepdog with a liking for heavy metal, diet Coke and wearing peculiar tight trousers that make you walk funny...

Andrea Walker



Well, well, it seems that Garth's Terminator impersonation has just about annoyed everyone. Andrea has threatened to resign unless he keeps his nasty little pistol to himself! She did however give him some good advice about his pistol before her outburst. She suggested that he should file off the sights, grease the outside of the barrel and file down any sharp edges. When Garth waved the gun in her face and asked if that would make him faster on the draw she calmly replied, "No, but it'll hurt you less when I ram the ruddy thing up your bottom!"

Big Al' Dykes



The mad Irishman has really had a bad turn this month. Garth has taken to placing an apple on his head and shooting it off in a futuristic, Terminator come William Tell, kind of thing. So far Big Al' has been lucky... Garth hasn't missed any of the strange, large orangey yellow Irish apples that Alan has been sitting on his head. It's strange now that Halloween is over that his supply seems to be running short, and he's no longer bringing in Pumpkin Pie loaded bagels for his lunch. Above we see him trying to persuade Garth to postpone his target practice until he can get to the fruit and veg shop....

POKEMANIA

Graham Mason's very best of al the latest load-in polkes for your Spectrum. Just load the program and then follow the on screen commands to select the game you want POKEd and then just load in the game... S'easy!

SPIRIT OF NINJA

To load type LOAD ""
Control: Keyboard or Joystick

Long ago in your family's history, your Grandfather, the Ninja Master was captured and kept prisoner in an underground dungeon. Although he passed away many ago, his spirit remains trapped within the confines of his dark prison. You must search for that Spirit and put it to rest so that Gramps can rest in peace.

Use a joystick or keys to direct the young ninja around the rooms of the dungeon to try and find the dust cloud that holds you Grandad's spirit. When you eventually find it, you can only destroy it by using one of your throwing stars.

KEYBOARD CONTROLS

5 Rotate Left
8 Rotate right
7 Walk forward
0 Jump
6 Throw star

COUNTRIES OF THE WORLD

This utility should be a boon to anyone having any problems with their world geography at school. It lists all the main capital cities of the world and gives countries population densities, land area, languages and currencies.

LYRA 2 *48/128K

TO LOAD: Use the 128K loader or LOAD"" for 48K

* 48K owners can load it but they won't hear any music.

A demonstration which shows you what your Spectrum is capable of. You've heard all the 16 bit owners braggin' about their blitter (cheats) and their amazing graphics. Well this will

UPfront



LEMMINGS

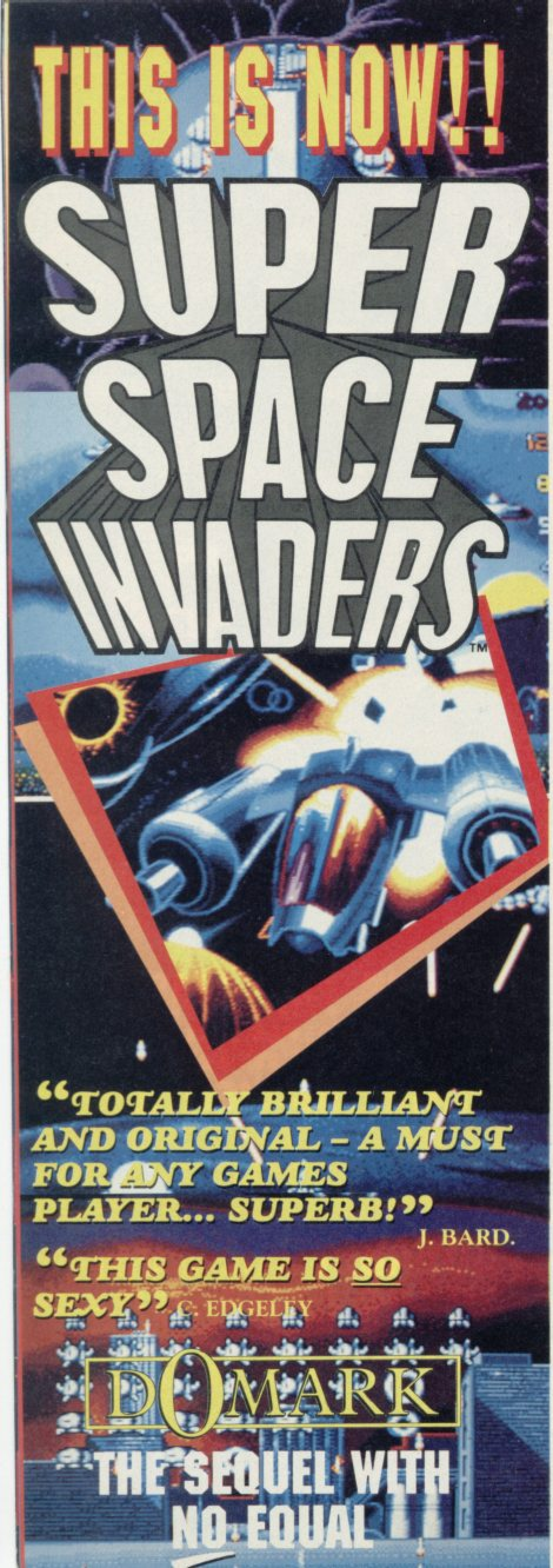
They're suicidal, they're cute and they're here. Yes the fabulous furry wonder rodents from Norway otherwise known as Lemmings are finally out on Spectrum courtesy of Psygnosis. Due for immediate release, watch out for the full review in next month's SU and, to wet your appetite we'll have a Lemmings demo (which the boys couldn't get to us in time for this issue folks!)with exclusive, never seen before SU levels.

CODE MODE



Codemasters have a real bag of goodies coming our way this Christmas; Spike in Transylvania and Seymour Goes To Hollywood, both reviewed in this issue will be released along with Dizzy, the original CJ and Slightly Magic in a full price Cartoon Collection package due in your shops soon. Also to be released is an updated version of the Quattro Coin Ops collection reviewed in this issue, it features Pub Trivia and Fruit Machine but also has Wacky Darts and Monte Carlo Casino.

Upcoming software includes a brand new five game Dizzy collection (four completely new games) called "Dizzy's Excellent Adventure", with arcade and adventure games.



UPfront

CRASH BACK

CRASH will be making its way back onto the shelves again having been bought by magazine publiser Europress.

Last month we reported the spectacular demise of the magazine when Newsfield Publications, the Publisher of Crash, closed the company on the 17th September and went into voluntary liquidation.

Just over a month later a proposal, made by the Newsfield's directers Oli Frey, Roger Keen and Jonathon Rignal to publishing company Europress to buy outright the titles Crash, and Zzap 64 and also the rights to the name Sega Force, was accepted.

Asked how he felt about Newsfield's demise, Roger Keen said "I am obviously upset about the loss of Newsfield but am delighted to be able to get Crash and Zzap 64 back on the shelves again".

Roger Keen is unmarried, has no children and doesn't live in Surrey.



NEW HALL



Jerry Hall, SU's Advertising manager and international model, better known as the Arthropod questioner has been pacing nervously around the office lately and we've just discovered why: Jerry is a Dad again!! His new baby boy has been named Michael and is we believe is already beating his dad at computer tennis. Best of luck Mike!

GOLD PACKS

U.S. Gold, those wacky old Brummies, are releasing a sackload of compilations this month including the Sega Compilation reviewed here, a Capcom collection with eight (wow!) games on it including Strider, Gouls 'n' Ghosts, UN Squadron and Strider 2 and a "Super Sim Pack" compiling International 3D Tennis, Iltalia 1990, Airborne Ranger and Crazy Cars II. Sounds interesting.





CRASHED MAG GIVES EDDY TO CODIES

Richard 'The Human Hunter Killer Missile' Eddy, erstwhile (that means 'former ') editor of CRASH, has been reported as sighted as finding a new target for his talents since Crash's publishers went into voluntary liquidation last month. "After Newsfield's demise I lost my direction slightly but finally the homing computer locked onto a new target", he said yesterday from his new launch pad located at Codemasters in Leamington Spa.

Richard was head-hunted by top budget software producers CODEMASTERS and will be on top of all their latest releases - a job not too disimilar from his last one. However, this time he'll be on the other side of the fence, marketing and handling press releases for Codemasters.



Codemaster talent scouts pictured last week trying to find the crash site of Newsfield's Dick Eddy. "The Hunter -Killer came like a shot out of hell!" said, Major Disaster from the safety of his fox hole. "I've had my privates out all night but so far I've had no luck whatsoever in finding the man".

SU JOURNALIST GOES STRAIGHT

Steve Keen, ex-Software Editor of SU, has shocked former workmates, friends and family in a suprise move to sister magazine CU Amiga.

The move came only weeks after Mr Keen was warned about his dress by SU boss, and erstwhile hippy, Garth Sumpter. "It was only a gentle warning," said Mr Sumpter, "but he took it badly and started leaving dead animals and belly button fluff on my drive."

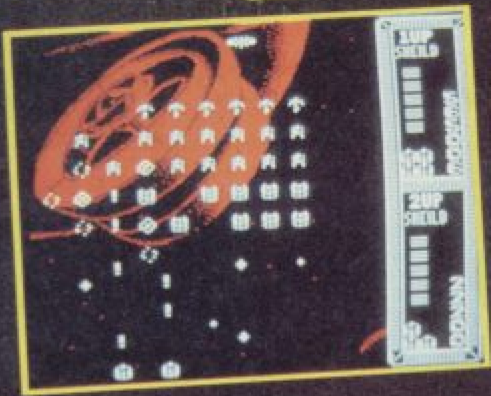
Mr Keen, a known hippy and self-confessed Motorhead fan, was very evasive about the charges leveled against him. "Er what? Get that mike outa my face mahn. What? Oh... er, must dash, I've got to go to my girlfriends for tea".

It seems that Mr Keen, who has owned an Amiga for some time, has moved onto CU for personal reasons. A close friend who wasn't his girlfriend said, "He really enjoyed his time on SU - he always came home at night laughing at something wacky that had happened at work like getting paid or not having to wash and polish the Garthmobile".

Mr Keen commented, "I had a great time mahn! The crowd were overwhelming and the atmosphere was electric. It was great fun gigging with Crew. I'll miss the artistic tantrums, Garth's peculiar method of shaving and the strange way that Big Al' used to stuff six bagels into his mouth and do dough making machine impersonations".




BATTLE
COMMAND



LABEL: DoMark MEMORY: 48K/128K
TAPE: £11.99 DISK: £17.99



Yesh, spaceship related japes!

SUPER SPACE INVADERS

Thump, thump, thump, thump, fizzeuw! The noise still haunts me even today. It's still hard to pass an old Space Invaders machine that's inhabiting the dark corner of a pub or arcade without sticking in a few coins for one last try.

Space Invaders had more than their fair share of copycats too including Gorf, Mega-Phoenix and Galaxians, and it's due to their amazing success, DoMark have decided to add Super Space Invaders as their definitive adaptation of the king of the coin-ops.

The game has 12 levels with each level divided into three waves which incorporate various fighting patterns that have been seen over the years in the other invader clones as well as a great deal of original formations.

The aliens move in rows and columns, moving from left to right and back again, dropping down a line when they reach either side of the battlefield. The mothership when hit, drops power-ups ranging from a Buster Laser - destroying any aliens in its path to a Fire Flower which wipes out most of the aliens on screen at once. Shields are dropped too and are needed as wave after wave of mutants begin to break free from their patterns and spin downwards, move backwards, expand to twice their size and even split in two when hit. All this and huge guardian ships to combat every three levels as well. Super Space Invaders is nostalgia brought up to date.

ISUI SILVER

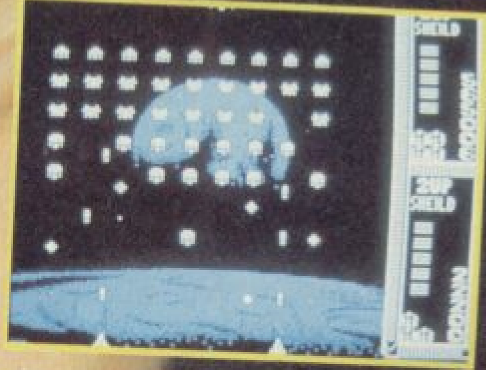
Unfortunately, the colourful and varied backdrops cause colour clash making it nearly impossible to see what's going on at times and just who's shooting at who can remain a mystery, and sadly, the frequent shields do not compensate for the difficulties imposed on you by this.

However, even with the quibbles that I have, Super Face Invaders is a spot of nostalgia, a cosmic blasting down memory lane that anyone and everyone that played the game in the chippies and videodromes the length of the country, would not be disappointed with the end result. I would recommend it to anyone who's after a lasting challenge and a bit of nostalgia who's a real Invader fan.

Garth

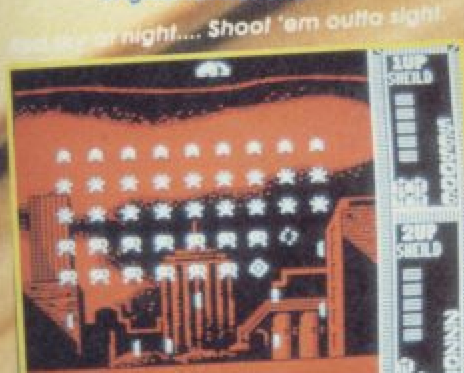


Wow! Maybe this should be called Super Camouflaged Space Invaders! I'm old enough to remember playing the original in my lunch breaks at Journo school and I'm a little disappointed,



A world away from old Space invaders.

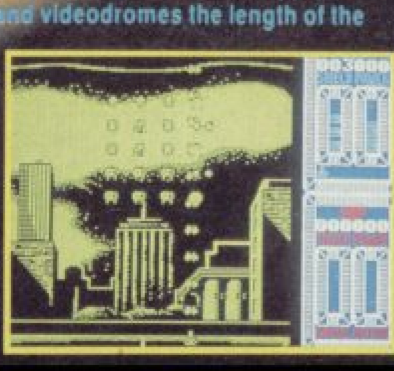
night.... Shoot 'em outta sight!



Alan



Any game with simultaneous two player action is worth my vote. The difficulty levels can be set to either Hard, Medium or easy. I recommend the latter if you buy.



scores

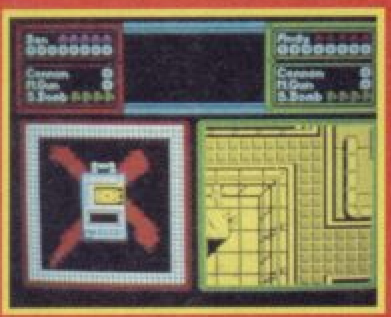
GRAPHICS	73
SOUND	65
PLAYABILITY	86
LASTABILITY	86

OVERALL 84%
Steve Keen

Some terrible use of colour which renders the sprites almost invisible! A little more care and this could have been the absolute classic it deserves to be. Still it'll keep you occupied and is rather fun.

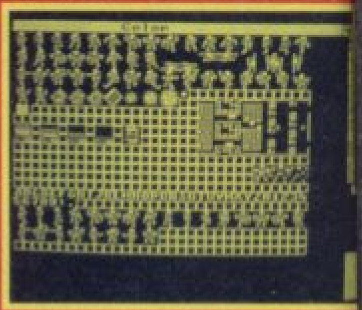
Invaders Fax

- Space Invaders was originally invented in 1978 by Taito's Toshihiro Nishikado as a counter measure to the worlds first coin-op by Atari called Pong.
- The video games industry was so new that Toshihiro had to invent the tools with which to create the game before actually creating the game itself. The whole project today would probably only take a month, but then it took almost a whole year!
- When finally ready for release in 1979 the company almost pulled the plug on the project as they didn't think it would be a success. By autumn '79 production could not cope with the demand and the originally named Space Monsters was changed to Invaders before it gripped the world. Children stole from there mothers handbags to play the game and employees stayed out all afternoon just to get a the game.
- By the 1980's Space Invaders was becoming a real social problem and a medical condition which sent throbbing pains shooting up the hand from the digits was attributed to excessive playing of the game and was known as Space Invader's Finger.



LABEL: US Gold MEMORY: 48K/128K TAPE: £

SUPER SEGA



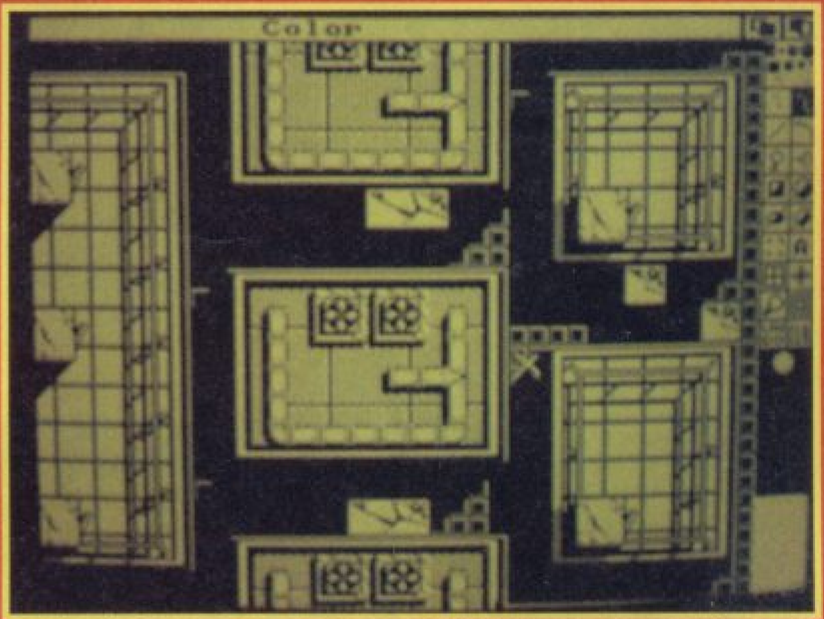
SILVER

Scores

OVERALL 84%

Garth Sumpter

A great compilation that is only flawed by the inclusion of the awful ESWAT, but all the other games are top notch and will provide superlative arcade action for ages.



Everyone, and I mean everyone, has their favourite coin-ops, and for me, Crack Down, Golden Axe ESWAT and Super Monaco G.P. were some of my favourites. So imagine how pleased I was to see that the Spectrum conversions were to be released on a Sega compilation.

Golden Axe for me, is the best of the bunch here. One or two players can control either Ax-Battler the Barbarian, Gilius Thunderhead the head-butting dwarf or Tyris-Flare the Amazonian Queen, and fight through the horizontally scrolling scenes - before destroying Death Adder and retrieving the Golden Axe.

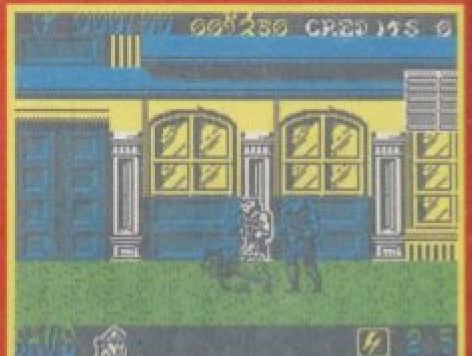
Fast and colourful with tricky game controls, this game takes practice before you get into it. But once in, will you ever stop? I can't!

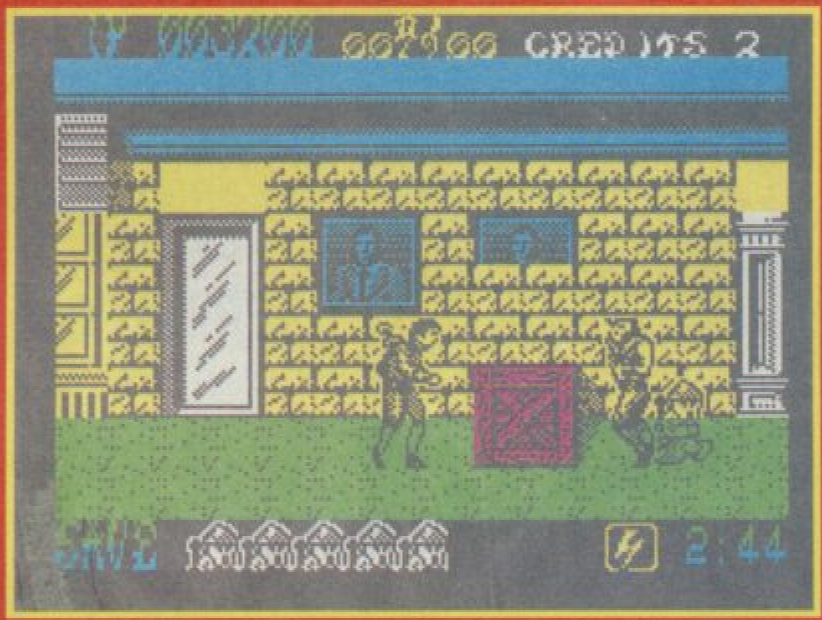
Crack Down has up to two players shooting their way through maze-like levels to deposit demolition charges and then get out before the place blows up. Sixteen levels of action, good graphics and excellent gameplay, are festooned with Replicants (no get back Garth, you've NOT a Blade Runner so take that light gun out of my face! -Big Al).

Super Monaco G.P. has you racing towards the crown of winning the Monaco Grand Prix. But to get there you must overcome and conquer your fellow competitors and the tracks of France, Brazil, Spain and lastly Monaco. With each race you must finish in a given position or better in order to progress to the next race. Options include Transmission; automatic, four gears or seven, (although seven gears cars are faster, they're tricky to handle).

Shinobi has you dressed in the black garb of a secretive, oriental Ninja, seeking out the evil Black Ninja Bwah Foo who has kidnapped a whole class of junior ninjas. Now you must work your way through horizontally scrolling levels, rescuing the little ninja sprogs, earning brownie points with their parents but more importantly, earning power-ups which can replace your trusty shuriken to aid you in your quest to defeat Bwah Foo in a final battle. There's even Ninja magic that you can call on once per level, to clear the screen of all the dark ninja that try to bar your path.

ESWAT was an excellent arcade but unfortunately, was the poorest conversion to the Spectrum, and whilst the plot sounds good enough (you are a member of the Enhanced Special Weapons and Tactics Division of the Cyberpolice) the graphics are just too clumsy to aid the game. If you can see your way through the backgrounds, you may just earn enough points with your superiors, to enable you to wear an exo-suit equipped with the very latest in weaponry. I personally tried so hard to make the grade, but the confusion of graphics finally force me to give up.







Steve

Hey, way to go mahn. This is definitely US Gold's best compilation at present and therefore well worth spending the dosh on.




THE NO. 1 ARCADE COIN-OP HIT.
PIT-FIGHTER™
SELECT YOUR FIGHTER
BUZZ
TY
KATO
AMIGA SCREENSHOTS
Welcome to the meanest, toughest way of making a living!
Enter the World of Pitfighting - fighting for money.
Do you rate your chances in a free for all, no holds barred bare knuckle fight?
You'll have to face thugs like The Executioner, Heavy Metal and Chain Man Eddie.
Use every form of fighting - martial arts, kickboxing, stab with knives, throw bar stools, beer kegs and anything else you can lay your hands on.
Remember you're never safe - even from the crowd - get thrown into them and you may never come out alive.
Incredible graphics, digitised from real fighters, and amazing real time sprite scaling, bring you the perfect conversion of Atari's No. 1 Arcade Hit.
You'll never tire of this brutally addictive game!!
DOMARK
TENGEN
© 1991 Tengen Inc. All Rights Reserved.™ Atari Games Corporation.
Programmed by Teque London.
Artwork and Packaging © Domark Group Ltd,
Published by Domark Software., Ltd, Ferry House,
51-57 Lacy Road, London SW15 1PR

review

LABEL: Ocean MEMORY: 48K/128K TAPE:£12.99 DISK:£15.99

WWF WRESTLEMANIA

scores

GRAPHICS	91
SOUND	85
PLAYABILITY	90
LASTABILITY	84
OVERALL	91%

Big Al Dykes

Well I gotta tell ya folks, this one's a real winner and anyone who says different will get a lip that's thicker than Hulk Hogans right arm. Big graphics, big moves and big game-play. A thumping good game.

WWF FIGHT FAX

- Hulk Hogan has won the WWF World title three toimes which is more than any other wrestler in history. He first won it from the Iron Sheik in 1984.
- Sergeant Slaughter, possibly the most dangerous wrestler in this game has won the title once after cheating in a match against the then champion The Ultimate Warrior.
- The Million Dollar Man is supposedly the richest man in World wrestling and tries to bribe his way around the federation. Who knows who has fallen to the lure of wealth. If you become the Million dollar man you can try this too.

Welcome to WWf Wrestlemania. As promised in last month's preview we've got the lowdown on the whole game, beamed by sattelite straight to SU Towers, London, courtesty of the WWF and Ocean. This afternoon our commentators are Garth "The Whole Deal" Sumpter and Alan "Brick Outhouse" Dykes.

WHOLE DEAL SUMPTER: Well Al, I'm darn glad we turned up here this evening 'cos we're going to witness the downfall of that big sissy Hulk Hogan!

OUTHOUSE AL: Well I gotta disagree with you there Whole Deal, Hogan has the arms, Hogan has the skill and Hogan has the prettier face, and you can bet that all those Hulkamaniacs out there in Spectrum land are backin' him too, he's just gotta win.

WHOLE DEAL: So what does the game look like from the beginning then?

OUTHOUSE: You know Whole Deal it looks real good. Ya start off with a choice of three wrestlers; Hulk Hogan, The Ultimate Warrior and someone very close to home, Leeds in fact, The British Bulldog. The basic moves include punching, kicking, shoulder charges, jumping high kicks, ground kicks and of course floor pins. These are simply activated by wiggling the joystick in the direction you want to go, or moving it up and down for high or low kicks then pressing the fire button. Easy as pie! In addition each wrestler has a special move, Hulk's is the pile driver, Bulldog's is the powerslam and Warrior's is the gorilla press. When armlocked with an opposing wrestler ya gotta wiggle that joystick and if you do it faster than him you'll throw him and see your special move, if not you'll see his! When you're lying on the ground or pinned down ya gotta press the fire button as rapidly as possible to get back up before the three count.

WHOLE DEAL: Hold on, ya mean to tell me that there's only three wrestlers in the game?

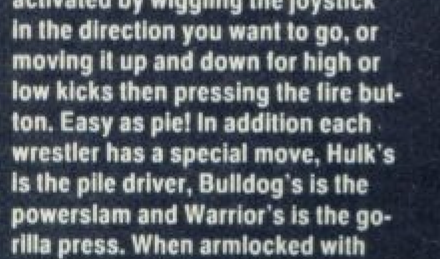
OUTHOUSE: No ya great daft Brummie. Hogan, Warrior and Bulldog are the guys that YOU get to use - the opposition comes from the bad guys. Mr. Perfect, the Warlord, the Million Dollar Man, the Mountie and Sergeant Slaughter. These guys all have their own special moves as well.

WHOLE DEAL: Right whadda ya think of the game overall?

Outhouse: Whole Deal I think they gave you the wrong name, 'cos this game is really the whole deal! It's good in single player mode but really pins you down in the two

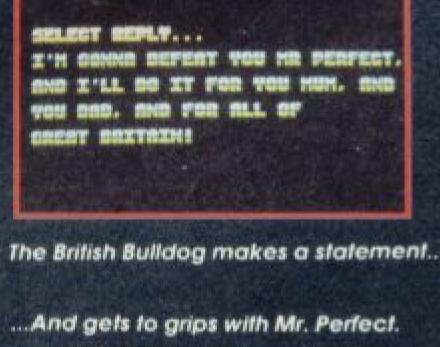


Hulk Hogan's piledriver, oh the pain, the pain

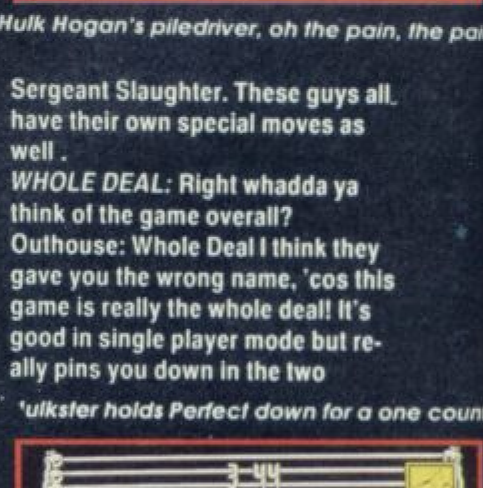


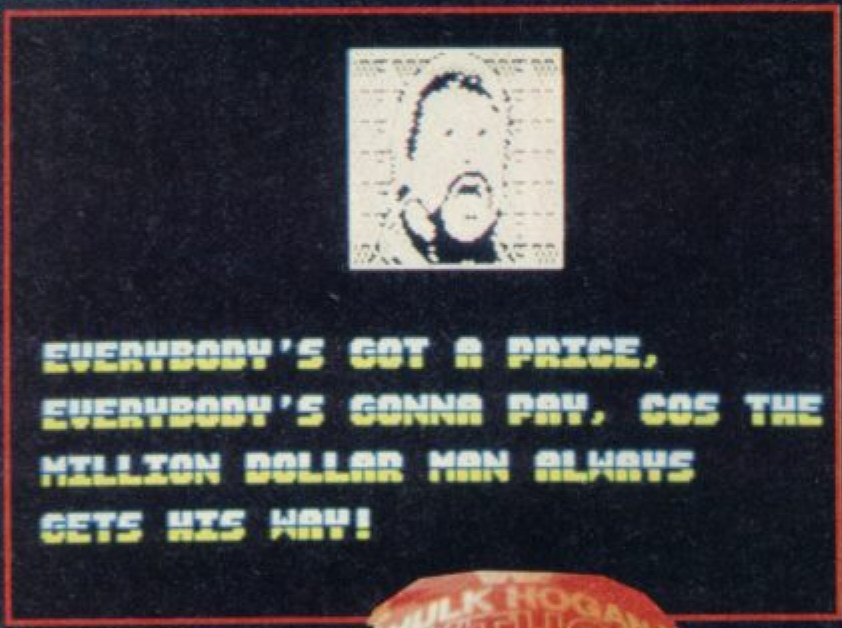
The British Bulldog makes a statement...

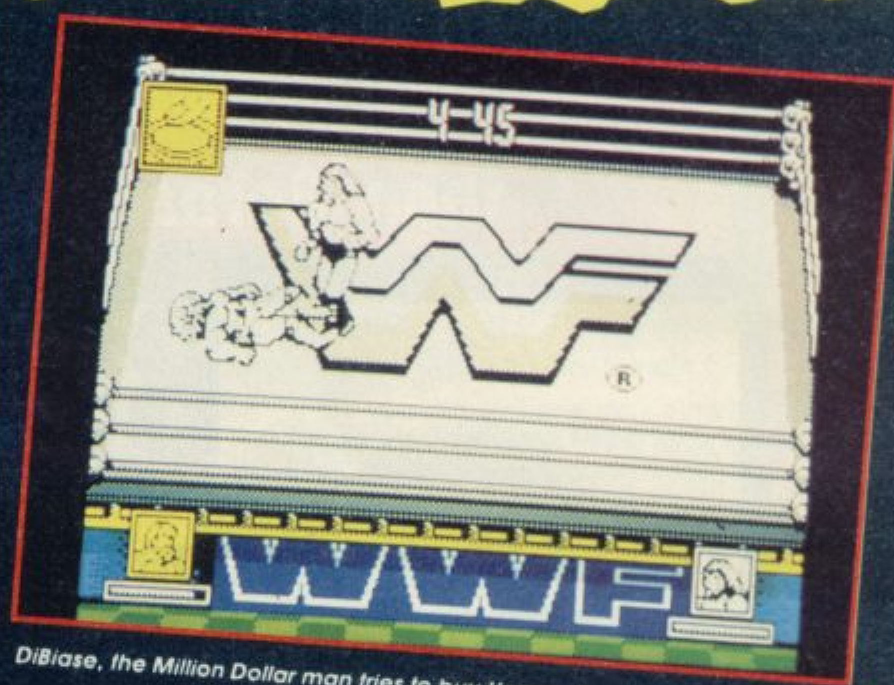
...And gets to grips with Mr. Perfect.



'ulkster holds Perfect down for a one count.







DiBiase, the Million Dollar man tries to buy Hogan, then beat him, OOH NO!

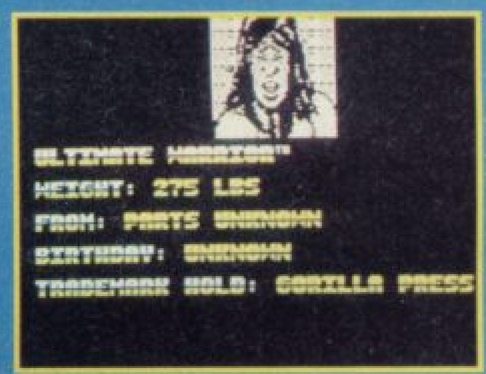


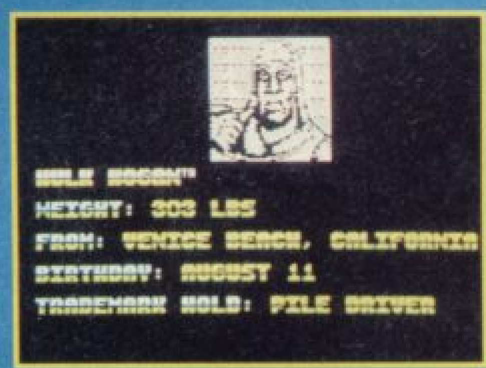
ISU GOLD

player scenario where you can assume an identity and whack all yer pals. The graphics represent each wrestler extremely well and the sprites are very big. Action is well animated and all the moves are there. Unfortunately the ring takes up most of the screen so you can't actually see your wrestler if he climbs up one of the corner posts, nevertheless jumping from one is still lethal and the soundtrack and introduction are wicked too.

WHOLE DEAL: Well B.O. (phew!!) we're basically looking at a darn fine game, it puts all the action and all the special moves of real WWF wrestling right there in yer Spectrum. It's a pity there aren't any difficulty options and it doesn't show more ringside action but the package as it stands lives up to all expectations.

OUTHOUSE: Yep! Roll on Hulk Hogan.







COMPUTER AND VIDEO GAMES

BIGGER

than Bernard Manning's trousers

BETTER

than Wednesday's school dinners

THE BEST

thing since sliced Bananas (and custard)







Chock-a-block full of the biggest and best games news, views, tips, tricks, reviews, previews, gags, goodies, giveaways and general greatness. Biggest and best - as usual.

You'd have to be stark staring off your trolley lights on nobody home driving on three wheels a few cans off your six pack a ship short of a shipwreck two tokens off the pop-up toaster and utterly, completely mad to miss it!

PUTER AND VIDEO GAMES...COMPUTER AND VIDEO GAMES...COMPUTER AND VIDEO GAMES...COMPUTE

HACKING SQUAD

Unfortunately, due to a rather messy accident involving an armadillo and landmine, Corporal Keen is unable to bring you this month's Hacking Squad. But fret not, gentle reader, because there's still lots to keep you all occupied including the map of the final level of Total Recall plus the complete solution and maps of Short Circuit and the complete solution for Magicland Dizzy.

OPERATION WOLF

To advance to the next level, hold down all the keys on the keyboard when the message "Communication set-up" appears. Then when you start the game, press T and miraculously you will be on the next level!

TEENAGE MUTANT NINJA TURTLES

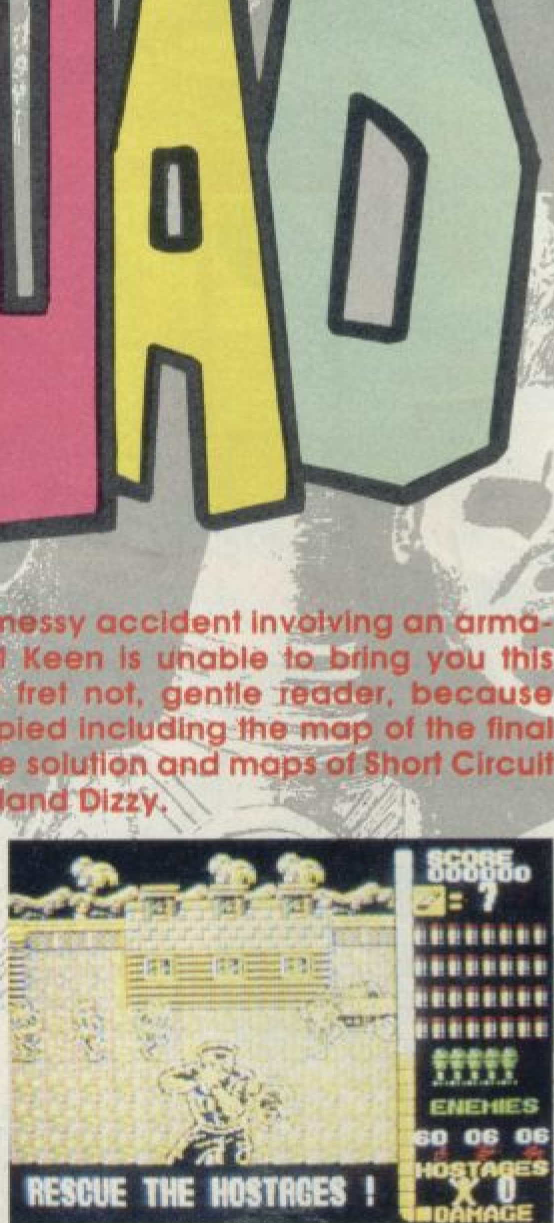
To get infinite energy (which is after all, terribly important to a small turtle), simply hold down all the keys on the left hand side of the keyboard. Golden Axe: To get further into the game, use Tyris-Flare the girlie.

OPERATION THUNDERBOLT

Here's a small cheat for Operation Thunderbolt from Simon Betts, from Stourbridge in the West Midlands. At the end of the game when you have to type in your initials put EFI instead. Then, start the game again and hold down EVK and voila - you will jump to the next level.

MONTE CARLO CASINO

David Jolley, from Wigan, has been rather busy. Here's a small but incredibly useful cheat for the Codemasters game Monte Carlo Casino. All you have to do is load the game into a good old Sam Coupe. Once the game has loaded, you will be blessed with many things. For a start, on the craps and roulette tables, the same number will



constantly come up. On the poker table, the computer will always get a straight or a flush, so you can bet that million in safety. One thing though, the pontoon table plays as normal, and never, ever, even if you are sorely tempted, play on the fruit machine because there is a slight problem here: the reels never stop. David also has some pokes for the Coupe. But be warned, these will only work with Coupe users who have a drive emulator attached to their machines. To enter the POKEs just load in the emulator program from disk and then load in the game from disk or cassette. Once the game has loaded, press the BREAK button. As soon as you see the stripes in the boarder, press X and then enter the following POKEs for the following games. Once you have entered the pokes, just type CALL MODE 1 to resume the game.

REX (Part 1)

POKE 105593,0 (infinite lives) POKE 104932,0 (force field) POKE 104281,0 (smart bombs)

REX (Part 2)

POKE 105839,0 (infinite lives)

POKE 104706,0 (force field)

POKE 104257,0 (smart bombs)

DRACONUS

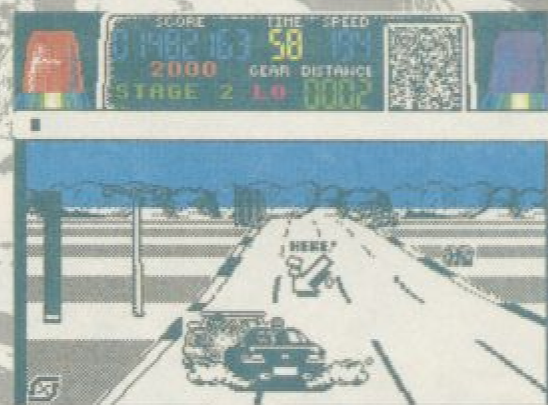
POKE 129751,0 (infinite lives)

POKE 128402,0 (fire breath)

Do you remember a very old Mastertronic game called Video Poker? Well, according to David, if you load this into the Coupe then you will never lose a penny! Very important for all you compulsive gamblers.

CHASE HQ

Andy Elliot from Manchester has a quick cheat for Chase HQ. On the options screen, when the game has loaded, select "redefine keys" and type in "shocked" and then quickly write down the numbers.



BLOODWYCH

Steven Duberry from Prescot on Merseyside has been hard at it with Bloodwych. Here are just some of his tips to help you through the game. Use the common keys instead of the magelock spell. Save the spell points for combat.

The best group is:

Murlock Darkhard - yellow mage - good spells

Blodwyn Stoneman - green warrior - dead 'ard

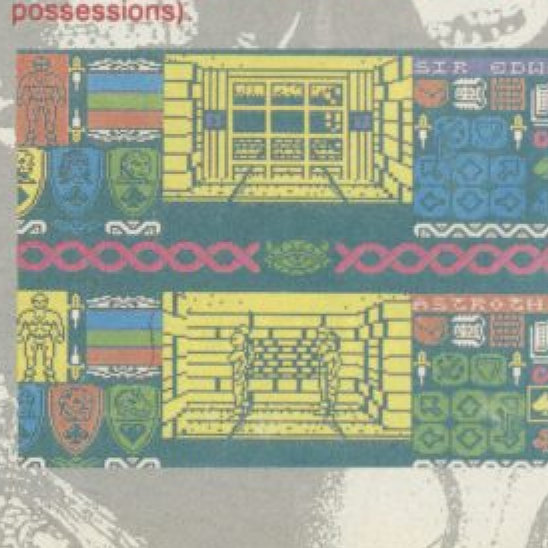
Hengist - blue warrior - rarely hit

Zothan - red mage - good spells

The best spells are:

SERPENT SPELLS: paralyse (paralyses your foes), compass (use in corridors if you get lost), levitate (pretty much as it sounds - makes you float on air, man)

MOON SPELLS: confuse (confuses your foes), illusion (gives you a double who fights in your place), conceal (hides your possessions).



HACKING SQUAD

DRAGON SPELLS: magelock (useful if you have no keys), fireball (good combat spell), blaze (mega violent; kills anything).

SHADOW SPELLS: alchemy (turns your left hand object into money), disrupt (a high damage spell), summon (calls up a nasty big beastie).

BLOODWYCH EXTRA

Save food because it becomes very hard to find. Keep objects you don't need and either sell them or turn them into money. Axes and swords are better than cross-bows and long bows.When dealing with monsters, sell first, then kick ass. Always remember where the regeneration chamber is. Save the game every few minutes. Always have spells preset. Remember, these spells are forgotten when you sleep. Give all the keys and money to one person. This gives you six extra pouches.

Key colours:

white - chaos keys;

blue - moon keys;

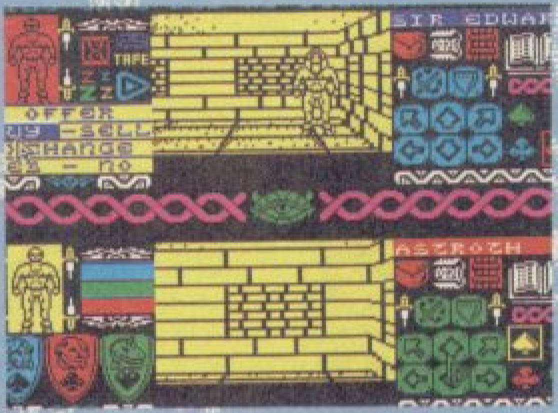
purple - chromatic keys;

green - serpent keys;

red - dragon keys.

To help heal hit points either sleep or drink. Blue characters take the moon elixir, red characters drink dragon broth, yellow characters sip brimstone ale and green characters quaff snake slime. When in battle use the hit and run tactic. This way, you attack from the back. When the character turns round, run the other way and your damage is kept to a minimum.

Steven promises more Bloodwych tips to come in the future. But maybe someone else has some hints on how to keep your party alive. If so, send them in.





MAGICLAND DIZZY

Here's an other extremely silly person who has taken all the trouble to send in the complete solution to Magicland Dizzy, yet has forgotten not only to include his/her address, but had also foolishly omitted their name! Perhaps you're just a very modest and humble person who requires no thanks or recognition for your hard work (of course it goes without saying that you wouldn't want any prize either. Oh well...).

Well now, don't forget this simple key; L-left, R-right, U-up, D-down (I expect you could have worked that out for yourselves anyway, but there may some thickies who think that L stands for lemon shortbread).

L, pick up back door key, L,L,L, use back door key, L, pick up handle, L,L, pull lever L, L, pick up apple, R, R, R, R, U, L, L, U, pick up power pill, D, R, R, D, R, R, use handle, pick up bucket, R,R,R,R, kill ghosts, pick up Dora Frog, R, drop apple, R,R, fill up bucket, L, pick "drink me" potion, L,L,L,L,L,L,L,L,L,L. Give Dora Frog to Prince Charming. Drop "drink me" potion and bucket of hot water, R,U,R. Jump into clouds, R, L, L cut leaf off Dylan with dagger. Drop dagger and bog stick, pick up leaf, R,R,R,R, give Glenda the Black Cat, leaf and poisoned apple, L,L,L,L, pick up stick and dagger, L,L,L,L, pick up bucket of hot water, L,L,L,L, use dagger on goat's rope, hit goat with the big stick (seems a mite unfair), L,L, use bucket of hot water, pick up personal stereo, R,R,R,R,R,R,R,R,U,R, jump left onto four poster bed, L,U,U pick up lightning rod, D,D,L, pick up gold cross, L, jump left through door, L,D,L,U give Bard personal stereo, pick up magic pipes, D, drop lighting rod on Dozy and drop the gold cross beside him, R,R,R,R,R,R,D, play magic pipes on ledge, L, drop magic pipes, pick up Sticky Stuff, L, pick up ancient lamp, U, L, L,L, pick up sword using Sticky Stuff, L, drop ancient lamp, R,R,R,R,U,R, jump into clouds, R, pick up cloth duster, L,L,D,L,L,L,L, rub ancient lamp with cloth duster, R,R,R, drop cloth duster, pick up "drink me" potion, L,L,L,L,L,L,L,D,D, drop cloth duster (again?), pick up burning torch (the one on the right), R, give Daisy the "drink me" potion, L, pick up gold cross, U, U, drop gold cross, R, jump left,U,U,L,D,L,L, free Grand Dizzy, R, R,D,R,R,R, then R,R,R,R,R,R, and R,R,R,R,R, give Glenda the torch, pick up weed-killer potion, L,L,L,L, use weed-killer potion on Dylan, R,R,R,R,R,R,R,U,R,R,D,D, speak to devil, pick up Wizard slayer trident, U,U,L,D, and then continue Left for 17 turns and kill Zak with Trident. Now, pick up Zaks's ring, D,D,D, and then R,R,R,R,R,R,R,R, and once more R,R,R,R,R,R,R,R,R,R,U,R,R,D, and down again. Speak to devil, L, jump onto middle stone and use Zaks's ring. Now go R, speak to devil and (if you've collected all the diamonds) you've just completed Magicland Dizzy! You probably only have 27 diamonds. Well, there's one hidden in the cracks of Gehenna, one hidden in the sword in the stone and one in the bushy grove.

So now you know.



HACKING SQUAD

HACKING SQUAD

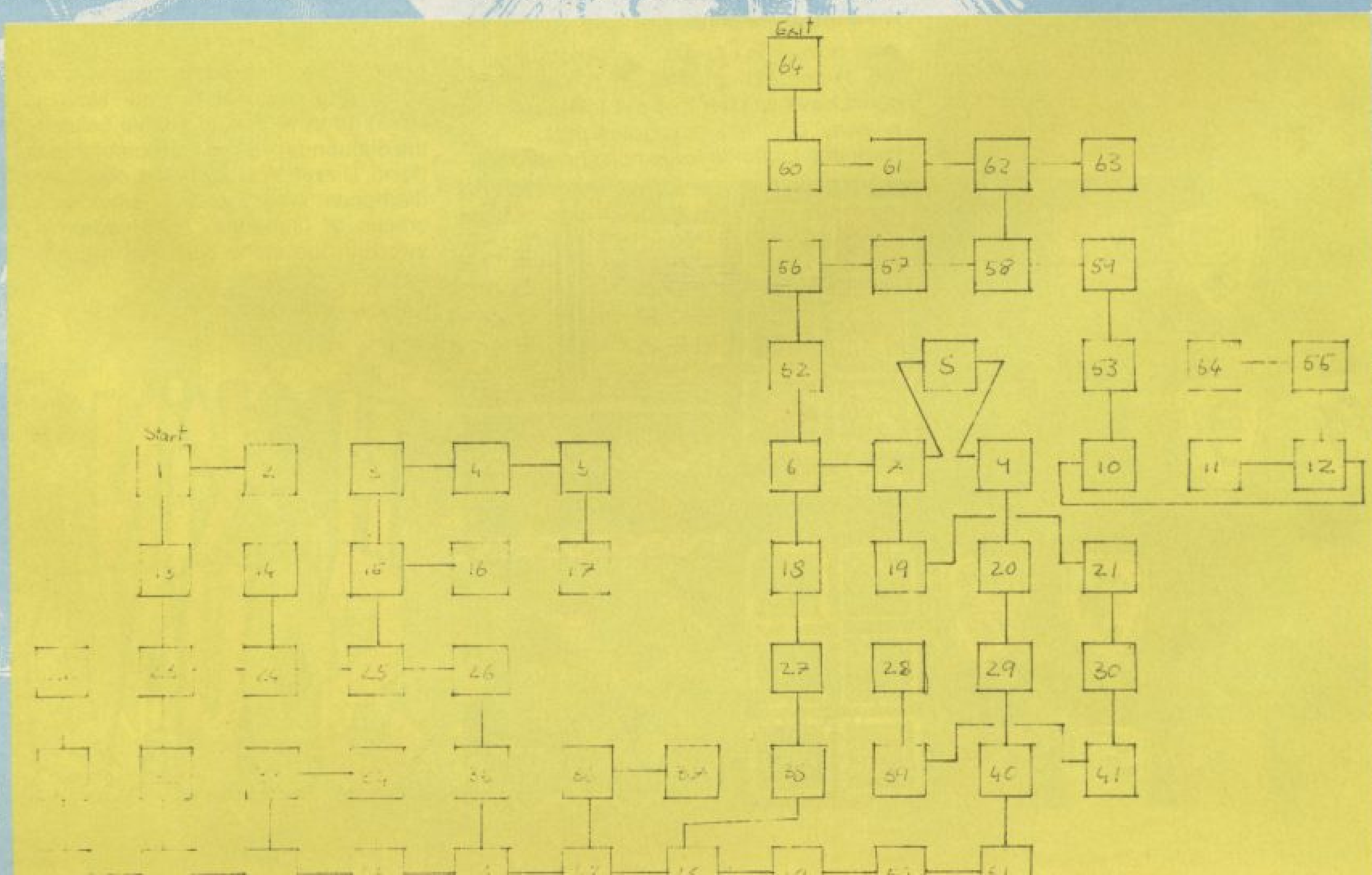
SHORT CIRCUIT

If any of you are still stuck on Short Circuit and about to have one yourselves, here's the complete solution, thanks to Steven M Wilson, who was obviously so pleased with himself, he totally forgot to include his address. Silly person. Right, stand by your computers and...

Link up with terminal in room 2 Choose search and use. Search drawer unit in same room and take the blue pass card (PC). G to room 32 and open door from both sides using the blue PC. Go to room 34 and link up with terminal. Choose drop. Drop blue PC anywhere. Go to room 22 and search spares box, robots and drawers. Take laser software red PC and jump hardware. Go to room 25 and use the red PC twice. Go to room 47 and dump laser software and jump hardware on the drawer. Drop red PC on the sofa. Go to room 5 and search the desk and take the file key. Go to room 42 and open file. Take the pink PC. Drop file key on the sofa. Go to room 5 and open the door with the pink PC. Go to room 17 and search the drawer unit and take the drawer key.

Go to room 16 and unlock the drawer, search it and take the white PC. Go to room 36 and drop the key in the plant pot. Use the pink PC to unlock the door. Go in and run back out as soon as possible. Beware of the droid. Drop the pink PC on the desk in room 36. You should now only have the white PC. Go to room 4 and unlock the door. Your white PC will disappear. GO back to room 36 and take the key from the plant pot. Enter room 37. The droid will have gone to room 26. Open the drawer unit and take the grey PC. Drop the key. Take the pink PC from the desk in room 36 and go to room 47. Unlock the door twice with the grey PC and pick up the red PC from the sofa. Go to room 48 and unlock the door twice with the red PC. Go to room 49 and unlock the door twice and drop the red PC in room 50. Go to room 51 and unlock the door twice with the grey PC. Drop the grey PC in the next room and go to room 29. Take the hacking disk that is in the bin. Go to the terminal in room 50 and use the hacking disk. Set the security mode to low. Keep hold of the hacking disk and then go to room 47. Take the laser software from the drawer unit and go to room 18. Drop the laser software and go back to room 47. Pick up the jump hardware and drop it in room 18 beside the laser software. Go to room 6. Beware - the droid may be there. If he is, wait outside for one minute (game time) before re-entering. It is useful to check before entering rooms 6, 7, 52 and 62. Go to room 7 and then on to room 41. Use the hacking on the terminal. Set the time to 4 minutes ahead of the current game time. Drop the hacking disk on the terminal. Go to room 38 and taker the laser circuitry from the spares box. Go to room 18 via room 7 checking for droids which sometimes appear. Pick up the laser software and go to room 52, checking for droids. Once in this room, you should wait until your pre-programmed time occurs. A droid will appear so go to room 61 and drop all the laser kit. Go to room 63 and take the drawer key from the terminal. Go down to room 10, open the drawer unit and take the gold PC. Go though the door, but leave it closed. Go into room 11 and take the white PC from the bench and go to room 55. Open the door with the pink PC, but don't go into the room. Go down to room 12 and use the gold PC, go into room 10. Drop the pink and gold PCs and go into room 61. Take the laser kit from the drawer unit and go to room 63. Drop the laser kit on the table and leave the room. You are now warped to room 4. Run down to room 44 and use the white PC. Go to room 18 and pick up your jump hardware. Go to room 41 and use the hacking disk on the terminal. Set the time to 4 minutes ahead of the game time and go to room 52. When the pre-programmed time elapses the door will open. Go to room 63 and pick up the laser kit. Go to room 64 and then through the door marked exit. Phew-ew. And that's it!

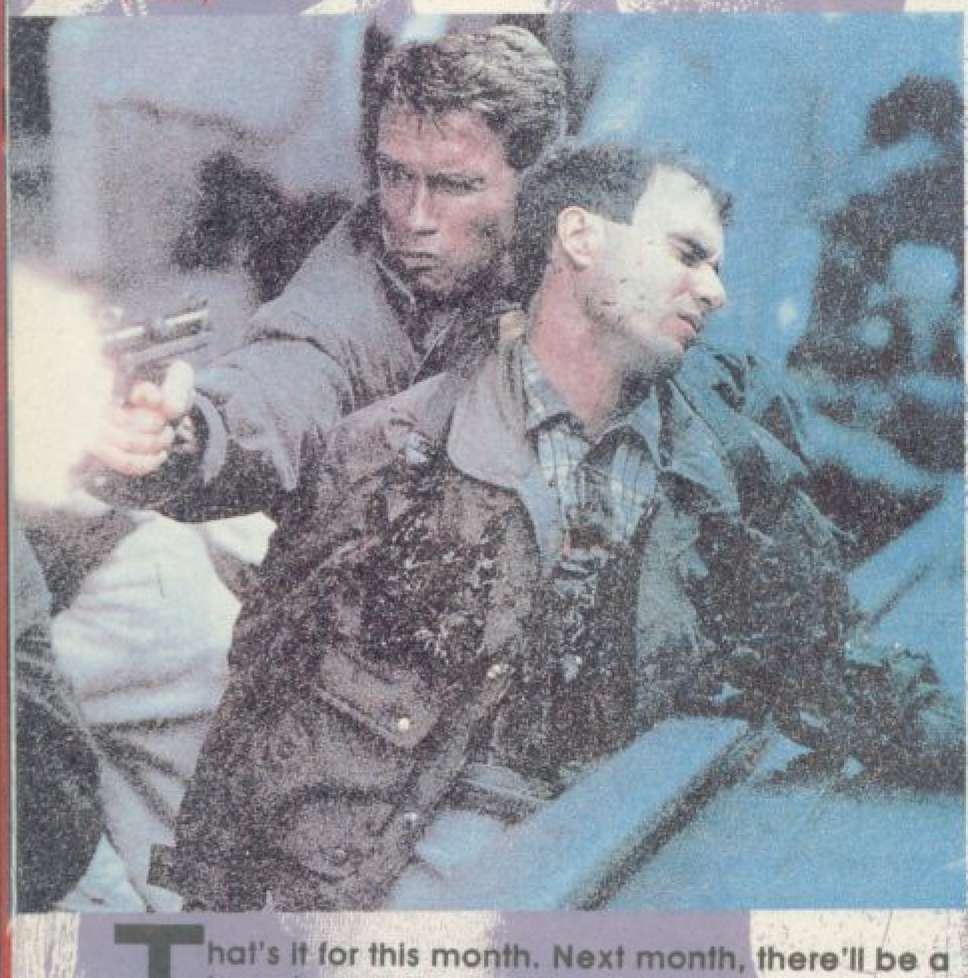
HACKING SQUAD

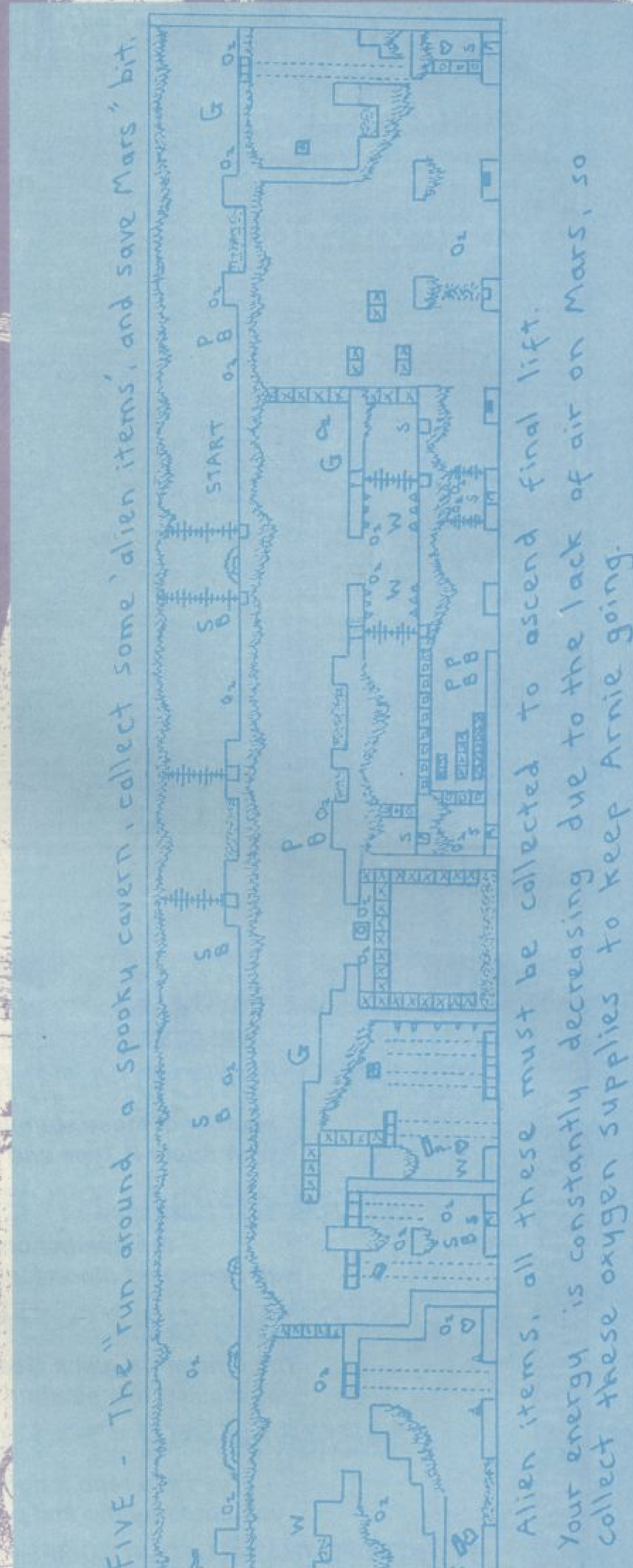


HACKING SQUAD

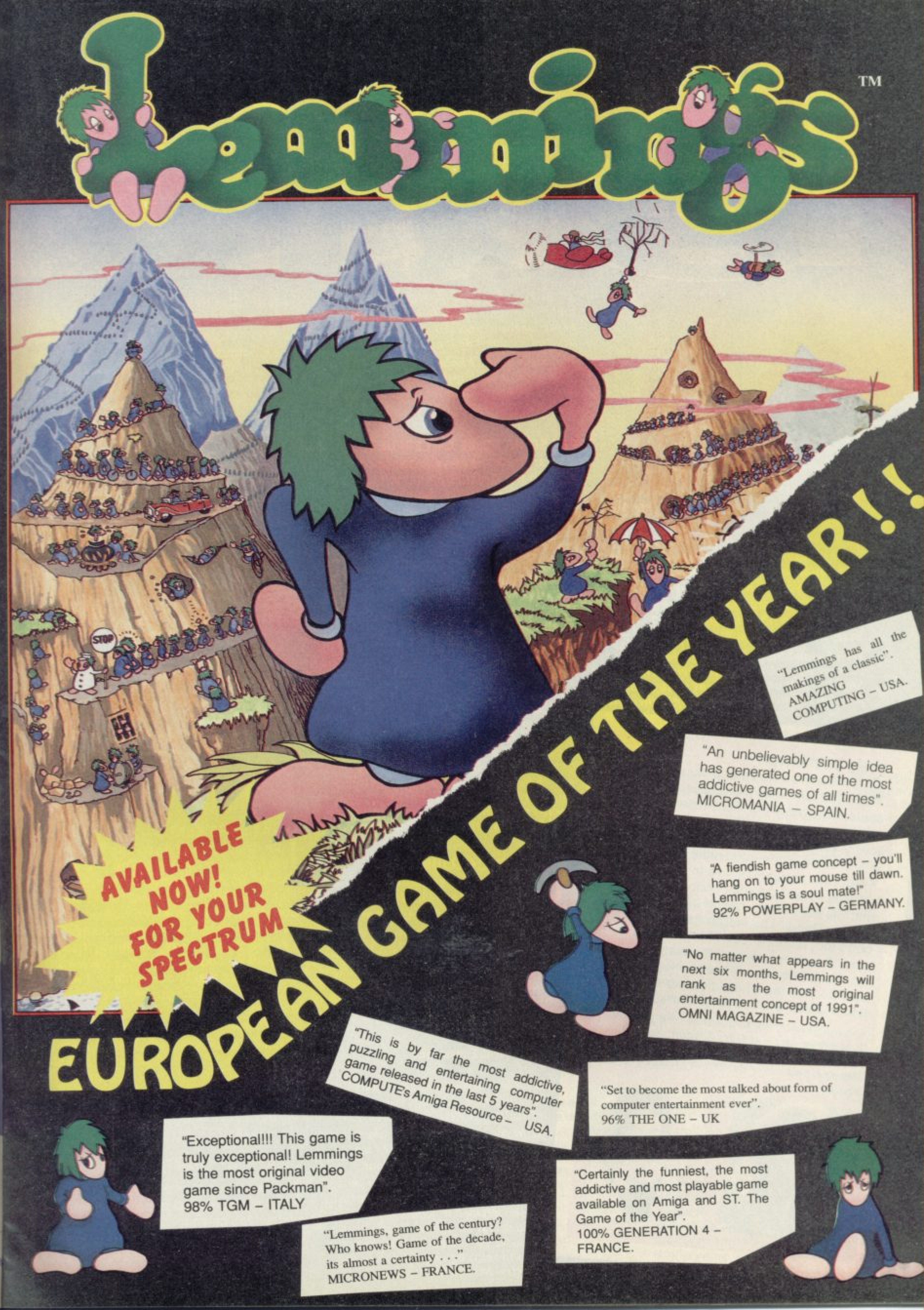
TOTAL RECALL

For any of you still stuck on the rip-snortingly good Total Recall, here's the solution to the final level, courtesy of Gordon Todd, who lives in Kinlochleven, Argyll in not-so-sunny Scotland. Oh, by the way Gordon, we tried to send you Julia Roberts as requested but she wouldn't fit in the envelope. Sorry. Right, here goes: Kill baddie, go right, kill guard, down lift, collect item, up lift, go left, shoot baddies, collect gun, shoot baddie, drop down, shoot baddie and wall guns. Go right, down lift, go left, shoot guard, collect item, go right, down lift, go left, collect ammo. Go right, up lift, go right, down second lift, jump left to unblock lift. Back up lift, down lift on left, shoot baddie, flick switch, up lift. Go right, drop down, shoot wall-gun, up lift on right, collect item, jump down collecting icons, up lift, go left, jump up right, shoot guard, go right, jump gap, shoot baddie, go right, shoot guard, drop down, shoot wall-guns, go right, flick switch, go left, jump down, go left, flick switch, go right, shoot baddies, go right until end. Flick switch, go back left, jump up platforms, flick switch, go right, jump up platforms, go left, collect item, go left until end. Drop down, collect item, up lift to finish. (Phew).





That's it for this month. Next month, there'll be a brand new Hacker (or for those of you that remember her from her days on CRASH, a new, old Hack, Hannah (the girlie tipster) Smith), who'll be taking over the hallowed pages of the Squad. She's very generous, (in a homely, tank girl kind of way), and so get your tips, maps, cheats and solutions winging off to her. If she pulls your tips out of her handbag, then £50 worth of software could be winging it's way to you for the Hacker of the Month.



Lemmings™
AVAILABLE NOW! FOR YOUR SPECTRUM
STOP
EUROPEAN GAME OF THE YEAR!!
"Lemmings has all the makings of a classic". AMAZING COMPUTING – USA.
"An unbelievably simple idea has generated one of the most addictive games of all times". MICROMANIA – SPAIN.
"A fiendish game concept – you'll hang on to your mouse till dawn. Lemmings is a soul mate!" 92% POWERPLAY – GERMANY.
"No matter what appears in the next six months, Lemmings will rank as the most original entertainment concept of 1991". OMNI MAGAZINE – USA.
"This is by far the most addictive, puzzling and entertaining computer game released in the last 5 years". COMPUTE's Amiga Resource – USA.
"Set to become the most talked about form of computer entertainment ever". 96% THE ONE – UK
"Exceptional!!! This game is truly exceptional! Lemmings is the most original video game since Packman". 98% TGM – ITALY
"Lemmings, game of the century? Who knows! Game of the decade, its almost a certainty . . ." MICRONEWS – FRANCE.
"Certainly the funniest, the most addictive and most playable game available on Amiga and ST. The Game of the Year". 100% GENERATION 4 – FRANCE.

tell it to garth

EARTH CALLING PLANET SPEC!
Send those letters to Tell it to Garth, SU Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. And don't forget to send us a charming Photo of your Ugly Mug (as [illegible] as possible please) it could get [illegible]!

SPACE - THE FINAL FRONTIER

For the last few months S.U. seems to be getting better and better. The look is fresher and more informative and also now takes longer to read. One gripe I have though is the tape pages. I realise that you have to be cost effective and every inch of the mag utilised to it's full. So is it necessary to waste so much space on the huge screen shots?

Susan Doors, Loughton, IG10

Well Susan (Steve - "It's a girlie! Quick pass me a brush and some after shave!" Stop It! -ED) ahem, as I was saying, you may have noticed that we changed the style of the Tape Pages in the November issue, and in this issue we've finally said goodbye to the large pictures. So, no it's not necessary and we don't do it anymore!

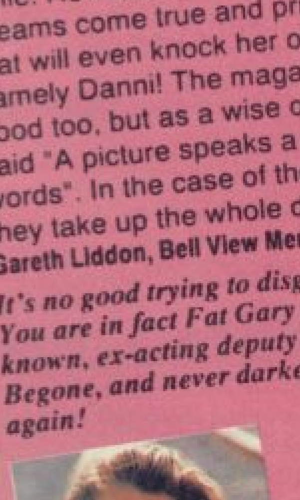
P.S. Steve would like you to send a signed picture of yourself into him, for his collection of readers you understand. (Why don't I believe him? -Garth)

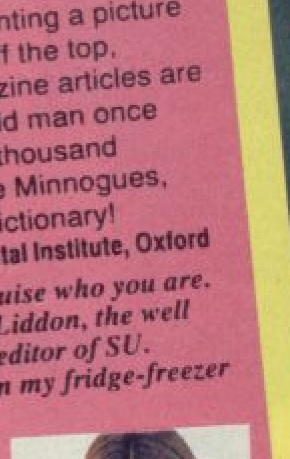
KYLIE Vs DANNI

Nice to see some other pictures in the magazine except computer screen shots. Previously the most interesting picture spot has been taken up by your lovely Yvette, but now, as in last week's issue, you had the even more scrummy Kylie! How about making a lot of peoples dreams come true and printing a picture that will even knock her off the top, namely Danni! The magazine articles are good too, but as a wise old man once said "A picture speaks a thousand words". In the case of the Minnogues, they take up the whole dictionary!

Gareth Liddon, Bell View Mental Institute, Oxford

It's no good trying to disguise who you are. You are in fact Fat Gary Liddon, the well known, ex-acting deputy editor of SU. Begone, and never darken my fridge-freezer again!





REASONS TO BE CHEERFUL (part 48)

Dear Garth, I was very disappointed with the Great Eight in the October issue. First of all there was the Pitfighter demo. I started loading it when I noticed in small cramped letters at the top of the page "Pitfighter must be loaded in 128k mode." I have a 48k Spectrum, I am not lucky enough to own a 128k. This really cheesed me off. Why do you always put 128k owners first? I was also annoyed when I saw Mutant because it was already on the Double Hits Four way back and I have that tape.

Adam Dowey, Saltburn, Cleveland, TS12 2XF

Oh dear. Who's a bit miffed then? If we did put 128K owners first, you wouldn't get a look-in at all matey. As such it's difficult to only have 48K programs because we then end up miffing off a lot of 128K owners. So it's really a case of not being a selfish little sod and grinning and bearing it. Also, the small, cramped letters at the top of the page are over 1cm in height. Stop whining, don't be selfish and get some reading glasses.

A BIT OFF COLOUR

Oh dear! You're suffering from that old colour clash virus that's going around again aren't you. What am I on about? I bet you know... Yes, the Impossamole re view in ish. 116. Black on black... 'I want my baby back!' (Who let that has-been in here!) It doesn't quite work does it? Pity 'cos the budget spread was one of the best.

Simon Field, Eltham, SE9

Yes, that old black magic had us under its spell, that old black magic that... (That's enough of that drivel -ED) Erm yes, we were a little taken aback with that one as we marked up the text to be white but the colour house (that's the people who shoot the pages to the film that we print from) decided it would better with black text on a black back- ground. You've got to admit - it looks pretty damn sexy, but we did re-run the review in the NOV issue.

ARNIE CLONE?

Dear Garth, I know this has nothing to do with computers, but how tall is Arnold Schwarzenegger and when are you going to print a huge, colour poster of him in the magazine?

Khaleel Sabir, Kinning Park, Glasgow, GS1 1TH

Arnie is 6'4" in his stocking feet (eh?). And we can't really afford a poster - we can't even afford a piccie of Arnie himself but what we do have is a photo of his less well-known brother, Archie Scuttlelock. It's not much, but it's the best we can do at such short notice.



WHAT'S THE KEY?

I am writing to see if you can help me to track down some keys. You see my son has an old ZX Spectrum of the rubber mat type. He bought a DK'tronics keyboard to house it in which worked very well. his problem is he needs a set of new keys for it now. I was wondering if you knew of an address that may have a set of new keys that I could write to. I would be most grateful if you can help me with this problem.

John Pollard, W.Sussex, RH15 8EA

First off, if you've got a technical problem then write to SPECMAN at the normal SU address. Secondly, it would be cheaper to buy a second hand 48K Speccy with rubber keys than to get the keys themselves. Why not buy a copy of MicroMart and look through that?

I WANT MY GAMES T.V.

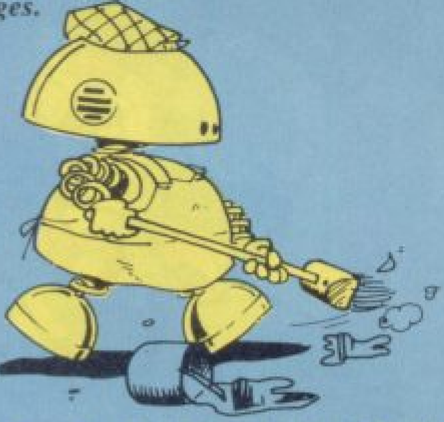
I've heard rumours about a new television program on channel four completely dedicated to video and computer games. Being the super brains that you are at S.U. I thought you'd be the ones to ask about this new program. Does it



WHERE THE SAM HILL ARE THE GAMES?

I have a SAM Coupe and a Spectrum 128k. Although the other magazines also carry a SAM page I find that it's usually filled with goo. After reading the Escape review I'll be adding that to my collection. The SAM is a great machine, but why are their so many educational and serious programs for it and so little games. This is why I like your page because you know what we want to read about. Not endless add -ons with only one purpose and maths programs, but the blockbuster games and entertainment software. I'd like to see more, but I know you can only report on what's released. So come on SAM get it moving!
Colin Heath, Bradford, West Yorkshire

Yeh, SAM, you heard the man. Get those games moving! And so they have - here's a little list of SAM games coming to these pages soon...
SPLAT - the old Spectrum game
LEMMINGS (Yes that's right!).
POPULUS (Yes, yes, with 5,000 worlds - the same as the PC version!)
and IMPATIENCE, a two game compilation! As soon as they're reviewable they'll be in these pages.



exist? Will it involve the Spectrum and indeed will you yourselves be involved or consulted? (If you are how about some help from me!)
Ian Holm, Birmingham B5

The program in question is actually called Game Master and it will indeed be dedicated to computer and console games. Why we're all pottering down to Channel 4 to audition for parts (everyone except me that is 'cos I've had my foot nailed to the desk by Steve in a vain attempt for him to get the coveted presenter's slot).

SUCK UP FOR SOFTWARE

WHEELY SAD

As I sit here in my wheelchair I wonder how will I possibly get some new games for my Spectrum? I have always bought the best Speccy mag in the world (SU) and after reading Suck Up For Software, I asked by dearest mother for 21p for a stamp and three penny chews. You see I have no job and my wheelchair has a puncture so I rarely escape the walls of my confinement. So please, could you send me some games with which to colour each passing, grey minute?
P.S. Please take pity on me ('cos my mother hasn't)
P.P.S. I love my Speccy and I love you and your mag Garth.
Lots of love, Helen.
Helen Wells, Pontyclun, CF7 8DY.

- *Don't worry darling, I'm sending you a puncture repair kit and instruction manual and I'm going to get a second job and we'll use the money to send you to see the amazing Dr Hans Ripoff in Switzerland for his highly dangerous and controversial operation that may mean you will play football for England again, my love. (He removes half of your brain and gives you a very strange Northern accent.) 'Till then, here's a couple of games for your Speccy and a lock of my hair wrapped in sellotape. P.S. My woman-eating alligator Snapper says he thinks you've got lovely legs...*

SHORT PROBLEM

Having recently fractured my neck in a car accident, I have been confined to bed, so my girlfriend now has to go to the shops and buy my favourite computer magazine. But at first, being only 5"1' she could only reach the first shelf and found it very embarrassing to ask for help. She said that YS was on the first shelf so why don't I buy that?
But now, after reading SU she knows why. So, if you could send me a free game, we could use the empty box for her to stand on and reach my favourite magazine.
John Savage, Airdale, Scotland ML6 0JB

- *I'm glad to hear that you've got your girlfriend around to your way of thinking but the idea of you having to buy YS just for the want of an empty box has touched my heart. So I've sent you a large empty box so that she can make the shelf. I hope you get yourself straightened out soon.*

THE BIG RAT

I am in distress. Robin has left me and the Sheriff has captured me and is threatening me. He says that either I produce some good games for Ye Olde Spectrum +2 or he will feed me to King John's ravenous hamster Frederick. This Frederick is a beast and he has extremely sharp teeth. Save me Garth or will have to endure death by hamster.
P.S. A free game might just buy him off.
Maid Marrion (AKA Christopher Vinnicombe).

- *Well 'Maid' Marrion, firstly I'd just like to say that you're obviously an unmitigated pervert who likes to dress up in woman's clothing. No wonder Robin left you. It's well known that he wants to have children and to run and play with them in the sun. And you should shatter a good man's dream? Begone, foul creation and darken not the nuts of the barren winter tree ever again!*



STING IN THE TALE

Ohhhh, agggghh, ooohhh, eeech!! Oh Garth, you young, handsome and highly fashionable (without being pretentious) dude, I need help! (You're damn right mister! _Ed) The doctors say that I only have 28 days to live and the only cure is to play a good game of Heroquest on my Speccy. So please help a dying man (well boy actually if you want to get funny about it)

- *Yes of course you can have a copy. There can be nothing more sad than a desperate man's last dying wish and although I try hard not to allow my warmest emotions to get the better of me, I feel I cannot refuse you in your last four weeks of life. So I will be sending Heroquest out to you post haste.*
  P.S. Please allow 30 days for delivery.

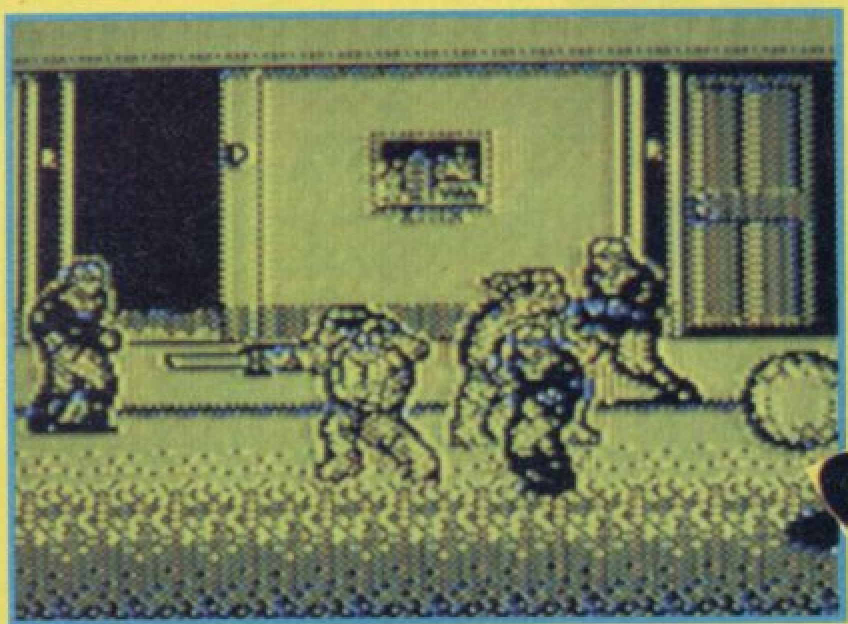
SMILEY, HAPPY PEOPLE

I just love S.U. and it's Crew. I love it so much that I am eagerly willing to pay K22.001 or 4.50 for my copy of the worlds best every single month. Out here in the New South Africa we have zillions of Speccy fans and unfortunately 3 MAJOR problems. The price of imported software is way out of reach for an average person like me. We have a limited selection. And lastly we get new software three months or longer behind you lucky people in the UK. So seeing that you're the most understanding person in the world please send me some new games.
P.S. I love Dizzy.
F. Barnarclt, Johannasburgh, South Africa

Well,as an notoriously 'eggy' flavoured type of old fart myself, why not. I've had a bit of a romantic encounter this month, (cue violins, moonlight and a verylarge restaurant bill!) so I'm in a mood to give something and so I'm sending a few games to keep you warm as the nights get colder.

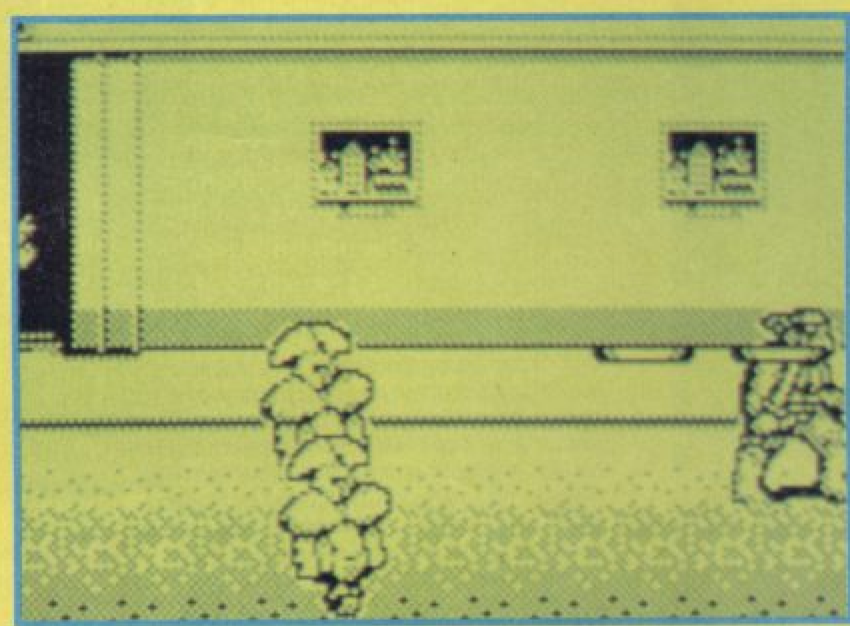
LABEL: Imageworks MEMORY: 48K/128K TAPE: £11.99





On level one you are in a burning building and must make your way along a corridor. Progress is hampered enough by the fire and the occasional fireball that falls down the stairs, without the smelly Foot trying to put the boot in. Apologies for that last CORNY joke! -ED.

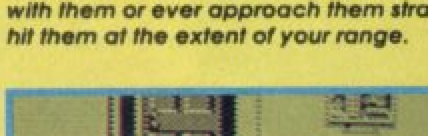
Yo! It's the fab four. No, not John, Paul, George and Ringo! It's those half-shelled heroes who are leaping back onto the Spectrum again after their amazing success of last year.



Just when you thought you'd stamped out the Foot, the Wheelie Robots appear and try to electrocute you. Don't get involved in close-up fights with them or ever approach them straight on. Instead, pick your time a hit them at the extent of your range.

And back they are with a bang! Turtles two is the actual conversion of the Konami coin-op that some people thought that they'd got this time last year. But no! Although the game carried Konami's name, in terms of gameplay, it had nothing to do with the original arcade game but finally it's here - a what a rather nice bit of code it is too!

The game that we've all been waiting for is the conversion of the Konami coin-op - which has proved to be so successful - and Probe software, who were responsible for last year's Turtle game, have excelled even their own expectations with this version.



Beware! Foot Odour can kill!

One or two players can play simultaneously, using a variety of moves, jumps, attacks and defenses to make their way along from left to right, as the scenario unfolds before them. And what a scenario. April has been kidnaped (again?), and it's down to the boys to sort it all out. Can they do it? And if they do, what's in it for them? Probably some half cold pizza but then, they always were suckers for a pretty face.



STEVE:



Bodacious fun fun for young 'uns of all ages. Great detail and frantic gameplay make this so mean and lean it's suprising that it's not green!

scores

GRAPHICS	90
SOUND	86
PLAYABILITY	92
LASTABILITY	90
OVERALL	**90%**

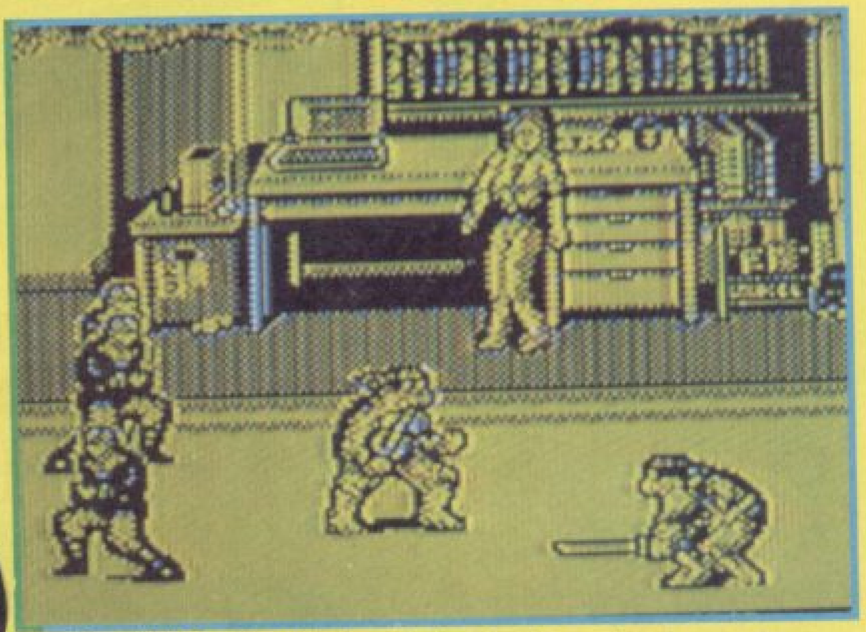
Garth Sumpter

Good graphics, superlative gameplay and an excellent conversion from the coin-op makes Turtles 2 a pizza-poppin' winner. This game has no tricks, no gimmicks, but just brims with good old fashioned gameplay at its best.

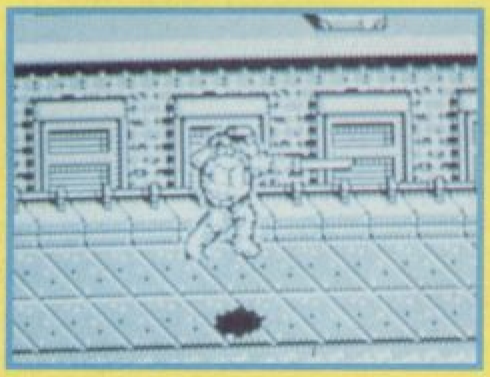
MUTANT HERO TURTLES 2



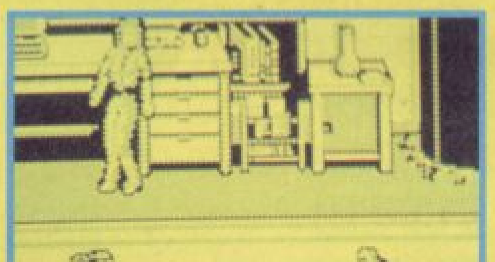




Hurrah! It's April and she's going to stand there like all good heroines whilst the boys kick some Foot.

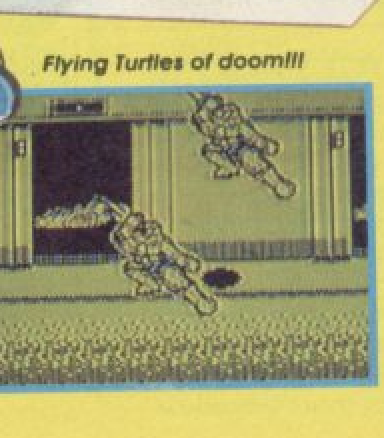


And here's just the thing that every good turtle needs! A life-saving, energy-giving pizza. It might look like a breath from heaven, but on this level (load three!) nothing is that easy. The Foot attack from all angles - even jumping down from the ledge onto your head!



The Foot with guns are particularly nasty. Try to hit them from behind and don't ever walk straight towards them. They'll blow you away dude.

Flying Turtles of doom!!!



TURTLE FAX

Donatello:



- Donatello's favourite weapon is the Bo. And although it may just look like a simple, old stick, don't think for one moment that it's not a deadly weapon - one deft move, and he can take care of even the largest of foes.

Leonardo:



- A real handy person to have around when you're cutting up a pizza, Leonardo's preferred weapon is his mighty Katana which in all the films and cartoons, he manages to hit people but never slice them up into bite size pieces. Amazing skill or what?

Michaelangelo



- Old Mikey is more fond of his Nunchukus than Steve Keen is fond of his address book! Only Big Al has a closer non-sexual relationship with an inanimate object than Mikey, and that's with his beloved bagels. Mikey only really goes for pizza - unless of course, there are some bad guys on the menu!

Raphael:



- Yet another turtle that wields a bloodless blade. This time though it's a pair of needle sharp Sai, or daggers to you and me. Raphael doesn't mind bad guys as long as they don't get too cut up about him!

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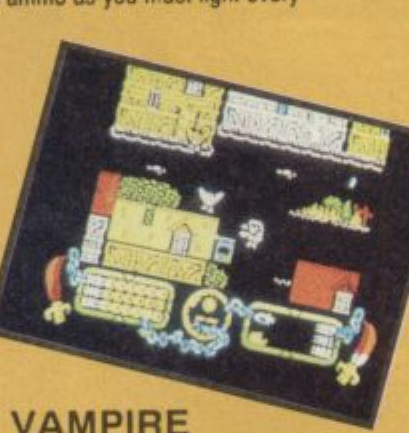
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Yes, choose two, four or six games from the Atlantis stable - all true thoroughbreds they are too:




DOWNTOWN

Go against the Goodfellows, in this crime bustin', spaghetti kickin' arcade as you collect photographic evidence with which to put gang leader and spaghetti noshin' New York crime boss, Marlon Raffia behind bars. Find the witnesses who can locate each of the four parts of the damning photo, but don't forget your bullet proof vest and ammo as you must fight every inch of the way...

THE LAST VAMPIRE

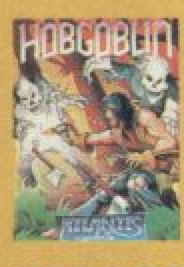
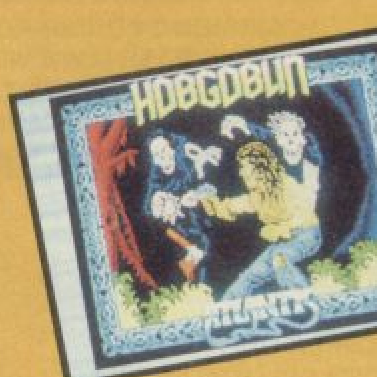
Elvira may be the 'Lust' or 'Bust' Vampire, but Count Drac himself is the vitriolic vampire that you must kill by driving a stake through his heart. But first you must protect yourself from his bats and a band of gay pirates by throwing knives whilst collecting gold and silver coins to spend in 'Ye Olde Vampire Bashin' Shoppe'. Who's the shopkeeper? Well it could be Vincent Priceofstake. (Aghh!)





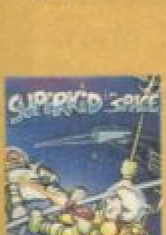
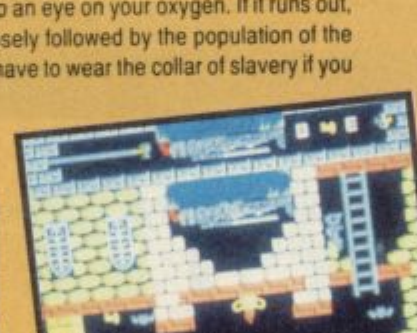

INTERALIA CERIUS II

Fly the Avenger V9 space fighter into the evil Rogorf's domain and blow his festering carcass to smithereens in the name of peace. Sounds littered with hypocrisy? Well tough. You need to pick up all the power ups on the way just to get by his forces, so look out for the double and triple lasers, shields, ammo, extra fire-power and keep an eye on your oxygen. If it runs out, you choke - closely followed by the population of the Earth who will have to wear the collar of slavery if you fail...

HOBGOBLIN

Try to recover the Golden Orb of Altoris in this 60 screen, bouncy arcade adventure. Increase your power by collecting glowing daggers and treasure and increase your range with glowing arrows, as you power up to progress...

SUPERKID IN SPACE

Superkid uses his pill poppin' powers of flight and super-human strength to overcome alien forces who have moved their planet ships towards Earth in order to rape the Earth of her minerals (the swines!) He must find four detonators in order to complete each mission.




SPOOKY CASTLE

Poor Princess Clare. She's really had the willies put up her as she's been kidnapped by ghosts. Her hand, (and presumably, all the associated bits attached to it), has been offered in marriage to anyone who can save her. So you'd better do it before Rin Tin Tin or Lassie come to the rescue. You must get past the locked castle rooms, the energy-sapping rabid bats, (but luckily no gay pirates this time), and the instant death fire and evil ghosts. Find the doorkeys, life giving crucifixes and potions of energy and find out why her hand's worth so much...

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Access

VISA

LABEL: Ocean MEMORY: 48K/128K TAPE: £10.99 DISK: £15.99

HUDSON HAWK

scores

GRAPHICS	89
SOUND	80
PLAYABILITY	91
LASTABILITY	92
OVERALL	**90%**

Big Al Dykes

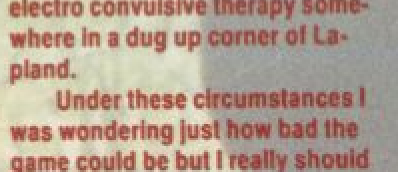
Cute, playable, horizontally scrolling criminal high jinks in Rome. The wealth of funny enemies, hidden traps and puzzles in Hudson Hawk makes it well worth a look.

SU GOLD

Poor old Bruce Willis. He just hasn't been the same since the movie called Hudson Hawk was released.

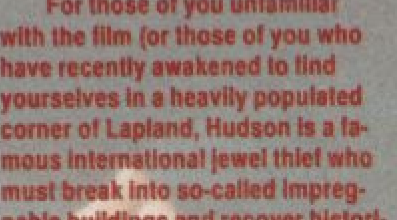
Why? 'Cos some people hated it, some people involved in it tried to bury it in an undiscovered corner of Lapland whilst others who liked it are still undergoing severe electro convulsive therapy somewhere in a dug up corner of Lapland.

Under these circumstances I was wondering just how bad the game could be but I really should have been a weatherman, 'cos stone me with a ten ton boulder if Hudson Hawk hasn't ended up as one of the Spectrum surprises of the year! Equal measures of cuteness, firepower and brain power are all evident once you take up the stick.



For those of you unfamiliar with the film (or those of you who have recently awakened to find yourselves in a heavily populated corner of Lapland, Hudson is a famous international jewel thief who must break into so-called impregnable buildings and recover historical artifacts.

Level one sees Hudson tackling Rutherford's Auctioneers to gallop off with Leonardo Da Vinci's horse sculpture "Sforza". Level two



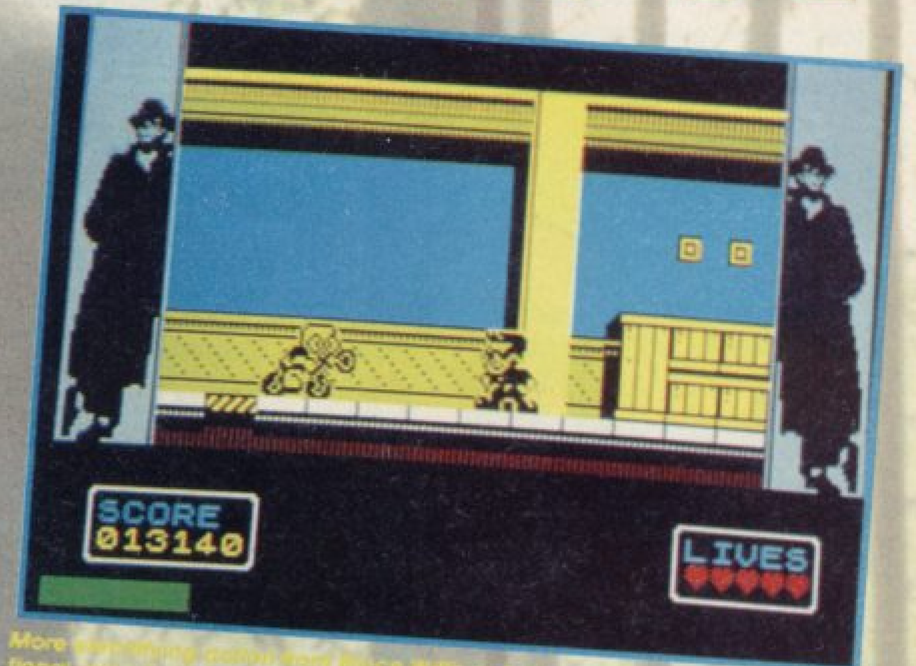
Hurrah, it's American Gladiators.

involves absconding from the Vatican with Leonardo's famous sketch book "The Codex" whilst in level three he enters Leonardo's castle to retrieve a mystical stone called "The Mirrored Crystal".

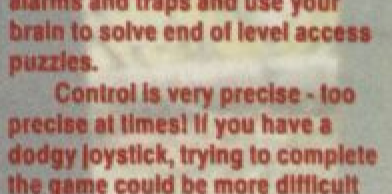
Hudson Hawk is horizontally scrolling mayhem. Our main man is represented by a very cute, smiling and sliding, black and white sprite - his enemies are all rather unusual. The first time each new one appears on screen it's guaranteed to make you laugh - especially the manic cycling clown and the bum biting dobermann. You must avoid them, collect money, negotiate alarms and traps and use your brain to solve end of level access puzzles.

Control is very precise - too precise at times! If you have a dodgy joystick, trying to complete the game could be more difficult and infuriating than attempting to cut down a conifer with a wet kipper. Sound fits well and the music track is worth a listen.

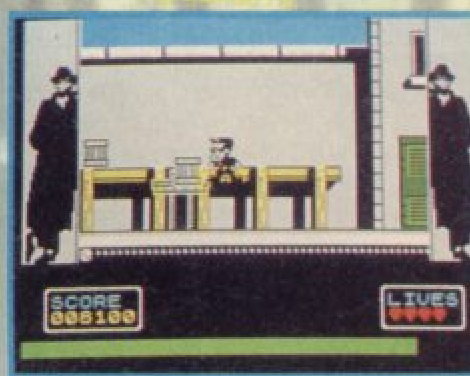
I was pleasantly surprised with this title, it's cute, it's funny and has lots of puzzle and shoot 'em up action. If you liked the film (and will be returning from Lapland in time for Christmas) you'll no doubt want to see this. If not I'd recommend it anyway, it might be a little confusing at first but it's got a depth and humour that unfortunately puts our Brucie's performance in the film to shame!



More [illegible] action from Bruce Willis as he's [illegible] Rutherford's Auctioneers. [illegible]



Oh no, it's the [illegible]



Yes, that's right stack 'em up...



They could come in useful...I mean



You might just have to climb through a window to get to the next level!

Garth



This really is a corker of a game! The combination of arcade action and brain popin' puzzles is exactly right. Hudson Hawk is colourful, playable, and fun. The best Spectrum film license this year!

Yum! Yum! Rottweiler bites bum! Better break out the Sudocream Brucie.



LABEL: Audiogenic MEMORY: 48K/128K

WORLD RUG



A never ending world of options.





Garth

There many games that you think won't convert to computer. Squash, tennis, football - all of which have some of the worst and yet, some of the best games going. And until something better comes along, World Class Rugby is the best rugby simulation currently on the market!

That's it lads, stick the boot in. This favourite recommendation of my old rugby coach was brought back to mind recently, firstly by T.V. coverage of the Rugby World Cup and secondly by this spiffing piece of software from Audiogenic.

It's genuinely a myth that rugby players have to be big and hairy with cauliflower ears and miles of insulating tape permanently wrapped around their heads, at least by the standards of Audiogenic's World Class Rugby. All these sprites are clean cut, slim and wiry and - believe it or not - I didn't hear a single curse during the entire course of the game, (well at least not from the on-screen players!). Furthermore, they never joined Garth or myself in the pub afterwards, yet more convincing evidence of how civilised this gentleman's game has become.

The accuracy with which the real game's rules and play are re-created in this simulation is quite impressive - along with the range of options available. Unlike many sports sims which look rather bland, World Class Rugby impresses immediately and you get a genuine feeling of real time action. The teams available includes the five home nations plus all the well known teams from the rest of the world. In play the whole team reacts to the opposition under computer guidance while you get control of the player closest to the ball. This player is marked with a diamond and when in possession of the ball he can make several realistic movements including long or short passes, "Garry Owen" up and under kicks or kicks to touch.

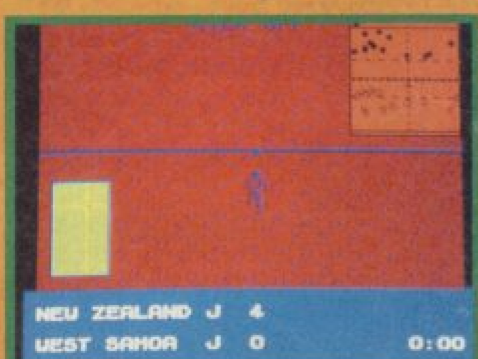
If you don't have possession the object is to tackle the opposition, you can move the diamond to different players with ease so there should be no excuse for easy tries.

Kicking and line outs are easy to understand and control and during scrums or lineouts a set piece play option screen appears allowing you to choose a maneuver or



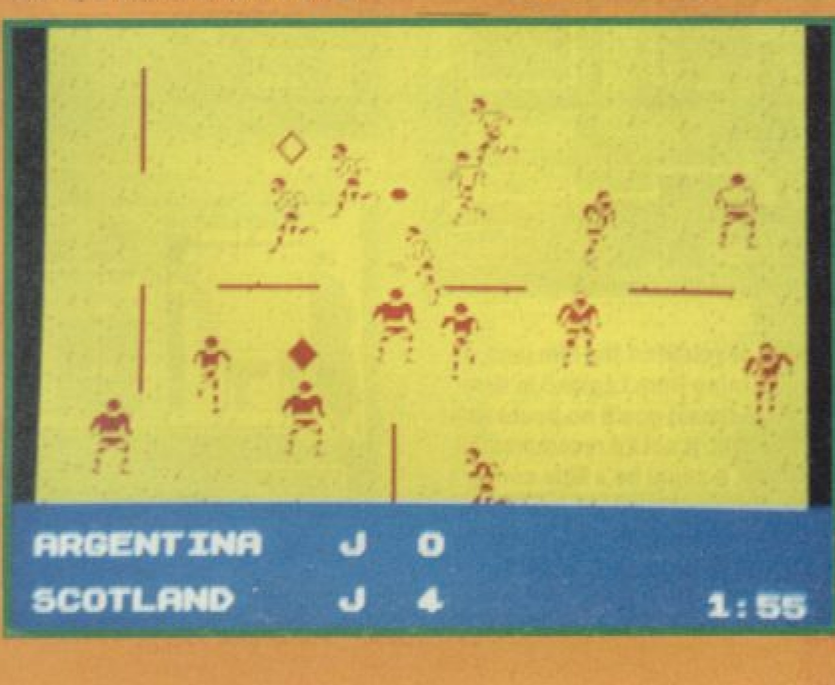
N. Z. driving forward in the maul. Hope you've got your jockstraps on!?!

New Zealand start the game.





Och aye! Scotland on the wing.





TAPE: £10.99 DISK: £15.99

CLASS GBY

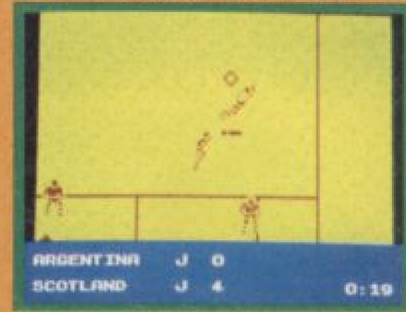
Scores

GRAPHICS	81
SOUND	70
PLAYABILITY	86
LASTABILITY	82
OVERALL	86%

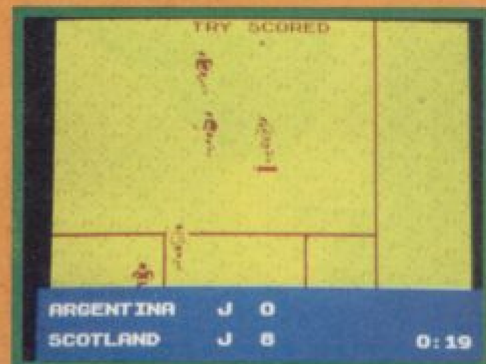
Big Al Dykes

Wheel that scrum, ground that maul, make the ref's life as difficult as possible. There are so many options available in World Class rugby that your life will be made extremely easy. A very likable game.

The line's in sight. Dive man, dive!



Hurrah! Mr Winger puts one over.





"And the scrum half has it." Now put your head down and go, go, go!



A wealth of set piece play options.

formation which your team will follow once they've won the ball. Rucks, mauls and scrums are simply brilliant fun. It's Viz like joystick waggling action all the way as you try to gain the push and of course get the ball.

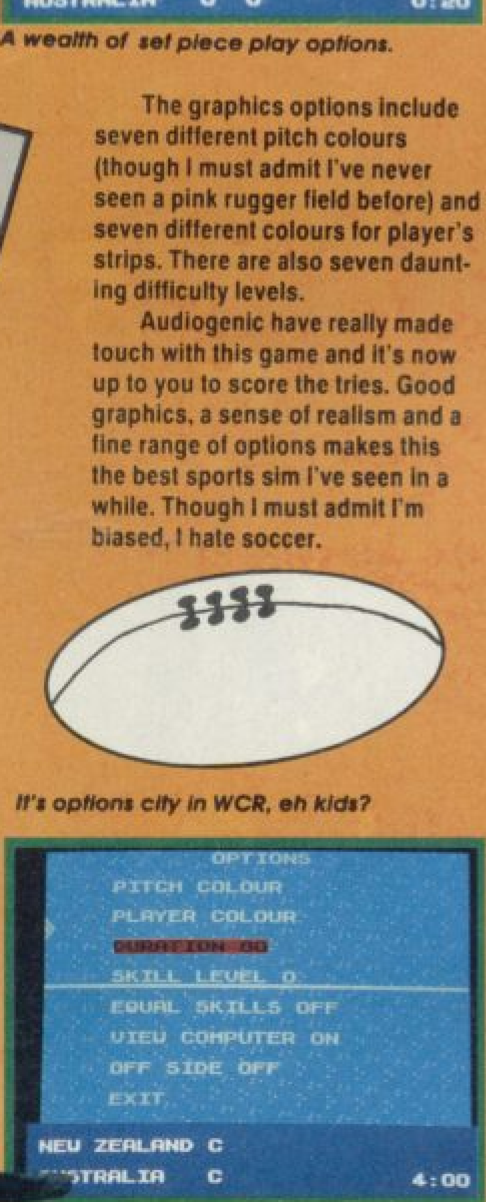
ISU SILVER



The graphics options include seven different pitch colours (though I must admit I've never seen a pink rugger field before) and seven different colours for player's strips. There are also seven daunting difficulty levels.

Audiogenic have really made touch with this game and it's now up to you to score the tries. Good graphics, a sense of realism and a fine range of options makes this the best sports sim I've seen in a while. Though I must admit I'm biased, I hate soccer.

It's options city in WCR, eh kids?



RUGBY FAX

- The first Rugby World Cup took place in Australia and New Zealand in 1987 and was won outright by New Zealand.
- Rugby originated in 1823 in England when a chap at Rugby school named William Webb Ellis picked up a round ball and ran with it during a game of soccer. In my old school such behavior would have resulted in being branded a complete dork, however William got away with inventing a new and now world renowned sport. What a git!
- Serge Blanco, the French fullback who is reportedly retiring this year, holds the record for appearances for his country.
- The first International rugby championship was contested by Ireland, Scotland, Wales and England in 1884. France first contested in 1910.
- The highest recorded defeating score at international level was that of New Zealand Vs Japan in Tokyo on 1st November 1980. The score was 106 to 4, guess who won.

Sorc



Greeting mortals. Isn't weather wonderful? I can look out of the window and see blue skies(I can also see a line of washing, but we won"t go into that), yet the temperature is freezing, the wind is rattling the windows, and it is raining. I mean, when the skies are blue, where does all the wet stuff come from?

It's a bit like those other great mysteries of life. Why are wrong number-s never engaged? How does the person who drives the snow-plough get to work in the morning? Why so people say "I'm just popping out-side"? What are they going to do, stand in the garden and explode?

Witts End



DODGY GEEZERS

(from where we left off in part two): down, close grating, down, east, east to the sewer with a ladder and inspection point 7, block 4, drain 6, up, up to rats, east, north, to the horribly disgusting sewer, open grating, get pickaxe, up to the corridor, and close grating, go north to Justin Perrier's office, west to a walk-in cupboard and get trolley, east, south to the corridor and the vault door which is closed, examine vault and Mr Video appears and asks if you want the vault taking care of. Say "Yes" and he opens the vault, enter vault to the strongroom of the National Usury Bank where there are wooden crates, examine crates to see label Banco Di Palermo...to be continued.

EYE OF BAIN

(from where we left off): n, e, e, get scimitar, ruby and jar, drop shovel, south, climb tree, get bananas, down, fill bucket, s, s, drink, s, s, e, fill bucket, w, w, drink, w, s, s, kill pirate, examine pirate, drop scimitar, get hook, n, fill bucket, n, e, drink, e, e, e, drop bucket, s, w, climb tree, give bananas to ape, get vine, d, e, go well, examine ruby, say fire to remove beast, go hole and examine bones, get key, n, up, go path, e, unlock door, go door, d, oil and pull lever, show cross to skeleton, search coffin, get blade, u, u, drop pole, examine altar, get hilt, make sword.... to be continued.

RED LION

(from where we left off): n, n, w, n, examine tree, pull branch, e, down, unlock door, open door, e, up, s, drop key, drop cloak, w, s, s, dive, get net, up, e, search bushes, down, listen to trees, get flute, e, n, get horn, s, w, up, w, n, e, e, n, e, talk to alchemist, frey, w, n, n, search floor, get chicken bone, w, get plank, w, get bucket, up, e, get armour, e, search bed, get mirror, (don't touch the box), w, w, up, search roof, get lead, down, down, wear armour, s, s, s, s, e, give lead to alchemist, get gold, w, n, n, w, w, n, w, talk to gryphon, tell me about gold, give gold to gryphon, search bushes, get fire berry... to be continued.

eress



Mysteries, of course, are what adventure games are all about.

The original Colossal Cave had plenty of them, naturally and we've seen endless variations on the game and its puzzles ever since. However, most of the variations stick closely to the original, and it would make a nice change if somebody did something different with what is, after all, a very interesting scenario.

Since the two people who came up with the following idea are never going to use it, (I know, I was one of those people), I throw it over to you lot in the 'suggestions of the month' section of the column. What would happen if, fifty years after the cave had been explored, somebody returned there and found them all flooded? It wouldn't take too detailed a three-dimensional map to work out which parts could now be reached by land, and which bits were now underwater. Lots more scope for boats and aqualungs, and severe penalties for people who said "plugh" and found themselves 12 feet underwater without the benefit of any breathing apparatus. Saying "plugh" with a mouth full of water is a bit difficult, so you could introduce a swimming factor into the game. That is, you could swim through so many locations before you had to eat or drink something in order to keep your strength up. All manner of new and different types of puzzles could now be included in such a game, and I think that it would be a worthwhile addition the adventure world.

CLOUD 99

(from where we left off): activate gun, drop gun, nw, s, exam fans, dust fans, drop duster, n, get knife, sw, exam unit, remove corks with knife, drop knife, ne, nw, extinguish fire, drop extinguisher, se, up, exam disc, get rainbow card, insert rainbow card, down, put star dust in fountain, get kettle, e, change dollars (for some coins), w, se, insert coin in machine (token falls into drain), pour water down drain (water rises for a moment and you get the token), drop kettle, insert token in dispenser (you get some softener), nw, sw, buy cement, ne, nw, exam desk, get paper, exam paper (some doodles on it), se, up, insert grey card, down, ne, exam tank, put softener in tank... to be continued.

MORDEN'S QUEST

(from where we left off having said frog, because the outline of the map is supposed to look like a frog... hmmm!): west, w, w, ne, n, e, s, e, e, n, e, s, se, sw, s, e, ne, se, sw, take the dagger, sw, e, e, take and transport metallic device, w, w, ne, nw, sw, w, n, ne, nw, n, w, sacrifice frog, take and transport piece of machine, sw, se, go rubble, drop transporter, w, w, down, take and break iron pyrites, take diamond and take pyrites... to be continued.

THE PHILOSOPHER'S STONE:

(from where we left off): get flute, get brass key, west, north, down, west, w, south, w, rub ring, (the walls stop moving), w, down, w, lower bucket, down, swing, get lamp, n, e, e, drop spear, get rope, climb into, e, s, drop rope, play flute (the rope hangs in mid air), drop flute, n, crawl through, w, get casket, get spear, climb into, e, s, climb rope, up, unlock door, drop brass key, e, throw spear, w, down, get torch, open door, s, (the torch keeps the creature at bay), get cube, n, drop torch, up, e, s, open door... To be continued.

THE SERF'S TALE

(from where we left off): climb beanstalk, west, north, oil hinges, south, get eggs, east, e, up, stand on disc, gluph, drop eggs, drop flask, stank on disc, gluph, down, climb beanstalk, w, n, open door, n, get trident, s, s, e, e, up, get disc, e, e, ne, e, n, open clam, down, d, drop disc, get pearl, stand on disc, gluph, drop trident, drop pearl, stand on disc, gluph, get disc, up, up, s, w, w, nw, w, drop disc, sw, u, get timber, sw, d, stand on disc, gluph, drop timber, get sandwiches, stand on disc, gluph, sw, up, ne, throw sandwiches, ne, ne, e, se, s, e, retrieve keys, climb chain, unlock chain, put keys in pocket, get chain, w, w, ne, n, e, examine door, get spices, w, s, s, w, w, sw, sw, sw, down, stand on disc, gluph, get disc... To be continued.

MAGNETIC MOON

(from where we left off in part one): press red button, enter airlock, wear helmet, press green button, leave airlock, jump, w, w, w, get flashlight from backpack, switch on flashlight, w, s, w, w, n, n, look up, get rope from backpack, get grapnel from backpack, tie ropes together, throw grapnel (which may miss the port, so keep on trying), climb rope, climb in port, get grapnel, port aft, port (and you fall into the hold), aft, search wreckage, exam girder, for, jump, up, throw grapnel, climb rope, up, up, examine doorway, port, aft, port, search junk, get wire, star, for, star... To be continued.

JEKYLL AND HYDE

(from the start in the parlour): w, w, examine sideboard, take teacup, n, n, w, n, examine shelves, take caddy, s, take spoon, take kettle, put tea in cup, put tea in cup (I know but it must be done twice!), stir tea, drink tea (this stops you from falling asleep before Poole, but don't enter a room with a chair in it). Now wait until you fall asleep, by which time Poole should have retired for the night and will not hear you screaming after your nightmare. In the morning..., go north, e, read diary, w, down, n, n, up take all, take all from the press, read notebook, examine vessel... To be continued.

BENEATH FOLLY

(from the start of this erm, tricky, shall we say, game?): Open eyes, examine cave, examine mist, inventory, throw nothing, leave pentagram, examine pentagram, think door, get door, put door, south, s, examine crack, jump, examine pentagram, examine demon, say hello, jump, north, think truth, get truth, s, jump, throw truth, examine pentagram, enter pentagram, form door, enter door, get door, put door north, go north and examine crack. Now go (from the start of this erm, tricky, shall we say, game?): Open eyes, examine cave, examine mist, inventory, throw nothing, leave pentagram, examine pentagram, think door, get door, put door, south, s, examine crack, jump, examine pentagram, examine demon, say hello, jump, north, think truth, get truth, s, jump, throw truth, examine pentagram, enter pentagram, form door, enter door, get door, put door north, go north and examine crack. Now go south, think plank, get plank, n, make bridge, look, n, examine pentagram, examine demon, say hello, s, s, think truth, get truth, n, n, throw truth... To be continued.



Sorceress

Right, that's the idea. Anyone out there fancy programming it? The game would start on familiar territory (the well-house, and does the well go down into the cave system itself?), but would soon turn into something completely different.

Anyway, enough of imaginary games, back to the real ones.

Regular readers of these pages will know that I am a great fan of Zenobi Software. This is because they continue to produce good quality games for the Spectrum at a prodigious rate.

So great is their output that three of their games passed me by recently, and so to set the record straight we'll take a look at each in turn.

DEEK'S DEEDS

In this first game, you guide the actions of one Deek McDeek, a legendary soul who has to trundle back in time to the Medieval Ages and sort out the local bad guy.

Before you teleport back, you must choose five items to take with you. Unfortunately there are nine items to choose from and only by choosing the correct five will you be able to bring the right conclusion to the game.

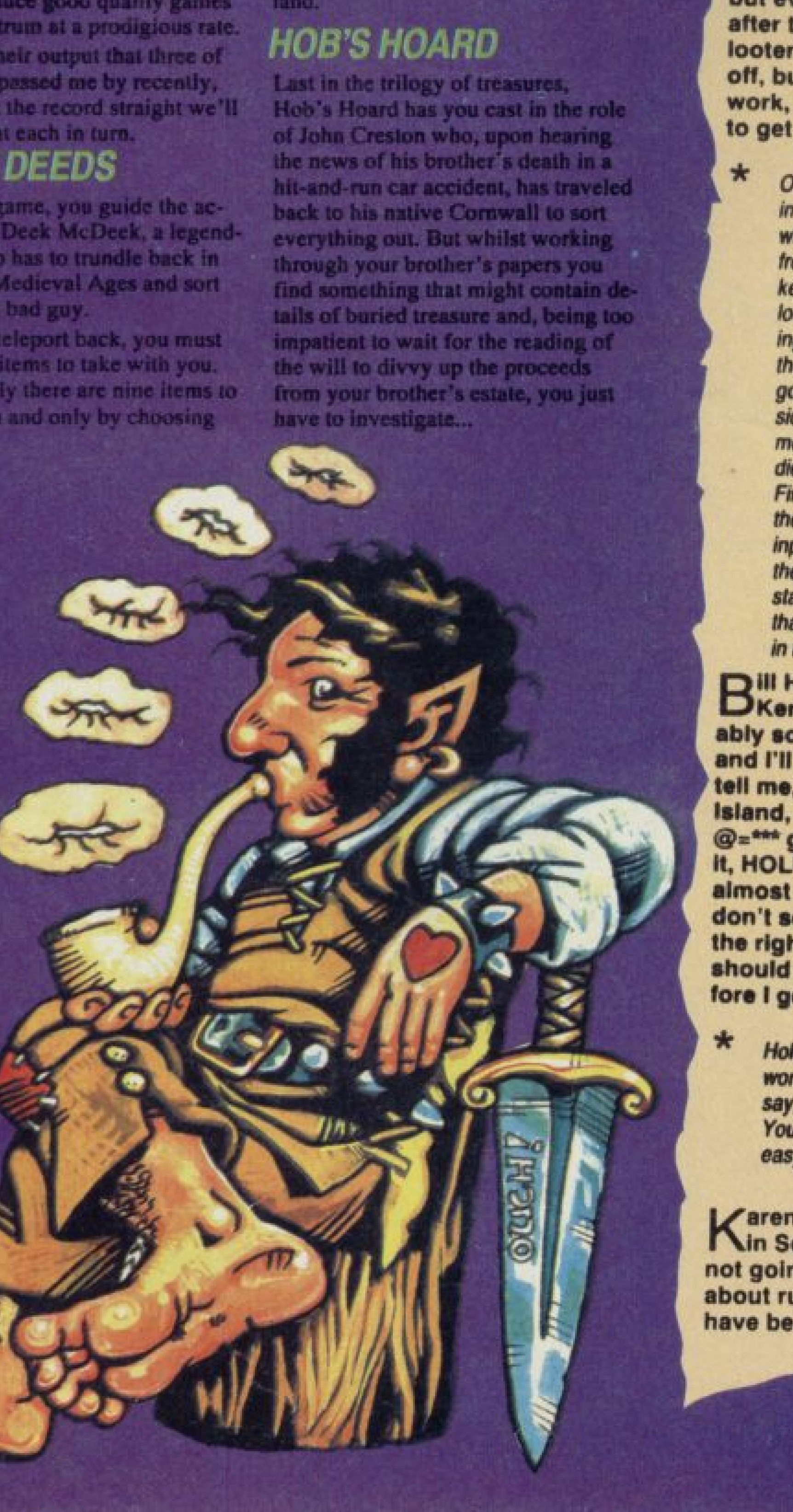
DARKEST ROAD

Second in this triad of troubles is a game called Darkest Road. It owes its name to the road along which you must travel in order to find and destroy a nasty character by the name of the Black Wanderer.

The Black Wanderer lives at the end of the darkest road, and is sending out his evil powers over the land. Using the inherited special gifts at your disposal, you have to bring the Black Wanderer to his knees and restore peace and tranquility to the land.

HOB'S HOARD

Last in the trilogy of treasures, Hob's Hoard has you cast in the role of John Creston who, upon hearing the news of his brother's death in a hit-and-run car accident, has traveled back to his native Cornwall to sort everything out. But whilst working through your brother's papers you find something that might contain details of buried treasure and, being too impatient to wait for the reading of the will to divvy up the proceeds from your brother's estate, you just have to investigate...



Letters

Brendan Clarke, from Sevenoaks in Kent, has obviously not been reading SU for very long because he is having trouble with a game called Aftershock. He writes; 'I've managed to get to Manor Drive, after climbing over the rubble and taking the beam, but every time I move west after that I just get killed by looters. I've tried fighting them off, but it doesn't seem to work, so can you tell me how to get past them?

* *Of course. As with so many things in life, fighting will get you nowhere. Remember the television from aeons ago in the game? Well, keep carrying it with you, and the looters will let you go past, imagining no doubt, that you are one of them. Then, as soon as they've gone past, you can drop the television set, otherwise after your next move, you will be killed by soldiers, who think that you are looter. Finally, for this game, I will tell you the syntax for a rather peculiar input that is needed further on in the game. The input is "Brace stairs with beam". A peculiar input that I'll leave you to decide where in the game to use.*

Bill Hindley, from Ashford in Kent writes: "This is probably something very simple, and I'll kick myself after you tell me, but in the game Desert Island, how do I get hold of the @=* grill? I've tried GETting it, HOLDing it, PICKing it and almost EVERYTHINGing it but I don't seem to be able to find the right words. What phrase should I use? Please tell me before I go mad.**

* *Hold onto your sanity, Bill. The word that is evading you, as you say, is very simple. It is UNBOLT. You were right. It's frustratingly easy when you know how isn't it?*

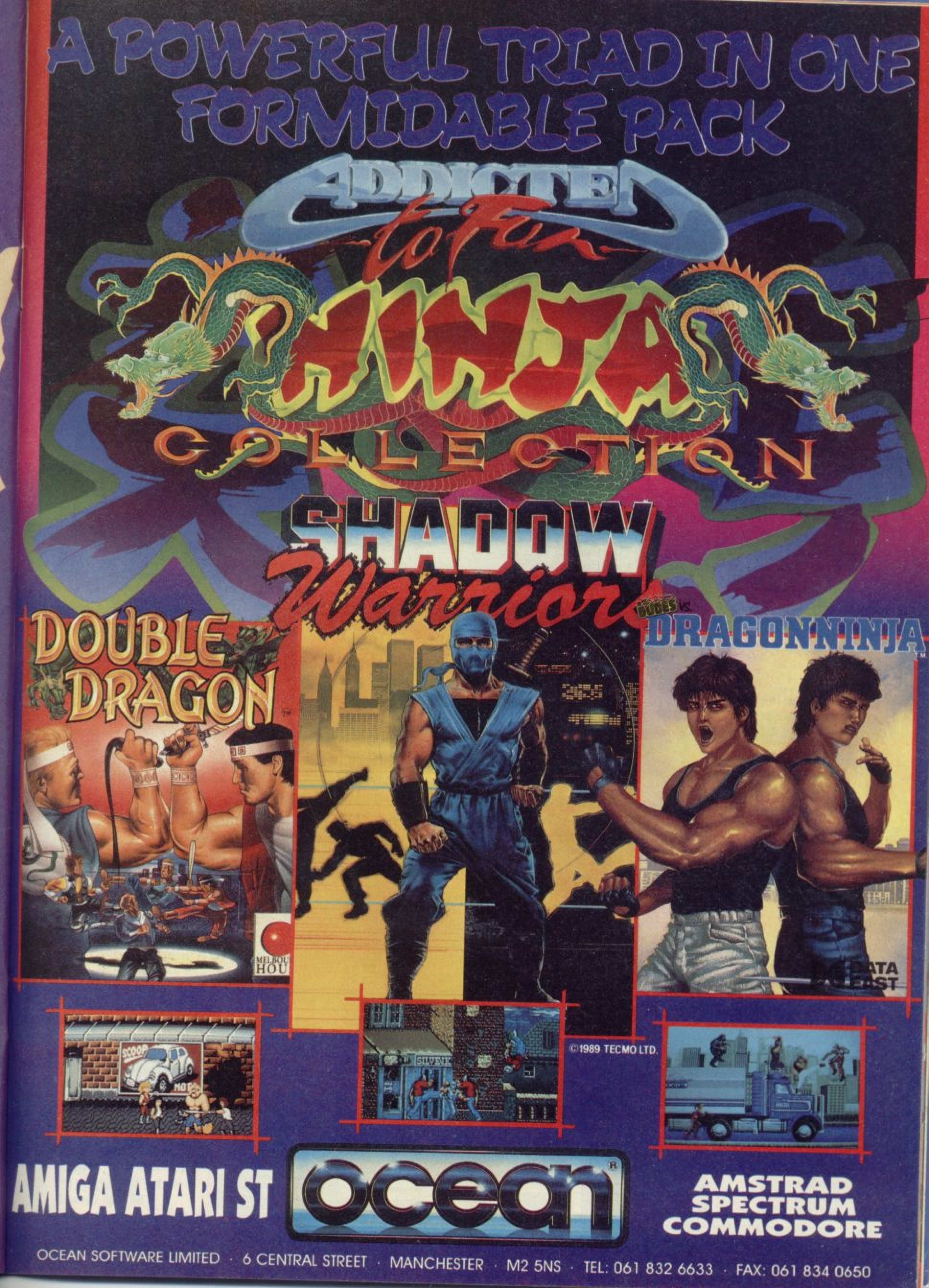
Karen Ramsey, from Cardiff in South Glamorgam (I'm not going to say anything about rugby union), tells me; "I have been playing the game Apache Gold, having dug it out of the family vaults to have another go at getting through it after you mentioned it not so long ago. However, I must have missed something, because I seem to remember that there should be some corn appearing later on in the game, and it always seems to have gone when I arrive there. Help!

* *I hope you've found the jar, because if you haven't then you're not going to get very far at all. Anyway, assuming that you have, when you're near the water hole (a south and an up away), throw the jar at the eagle when it appears. This will make its wings sticky, and it will stop the eagle from stealing the corn later on, leaving it all for you.*

Peter Cartwright, a Bristol person (very Southern flavour this month), writes; "In Level 9's classic game Knight Orc (and whatever has happened to Level 9?)", how do I get out of the castle again? I keep getting locked in it and can't get out because the drawbridge keeps getting lowered. I tried interfering with the mechanism for a while but that didn't get me anywhere, so what do I do?

* *Never interfere with the mechanism, Mr Cartwright! But interfere with the drawbridge by all means. Once it's been lowered, just drop something heavy onto it to keep it down. And what has happened to Level 9? Even I don't know the answer to that one!*

* *Well, I do, oh Sorceress of beauty. Garth here (simper, fawn). Level 9 stopped producing products on their own label and started creating games for other people. They developed their own adventure game writing engine which they used for Mirrorsoft on Champions of the Raj. Unfortunately the game was widely panned by the computer press and it's my guess that Level 9 have made a strategic withdrawal to lick their wounds.*


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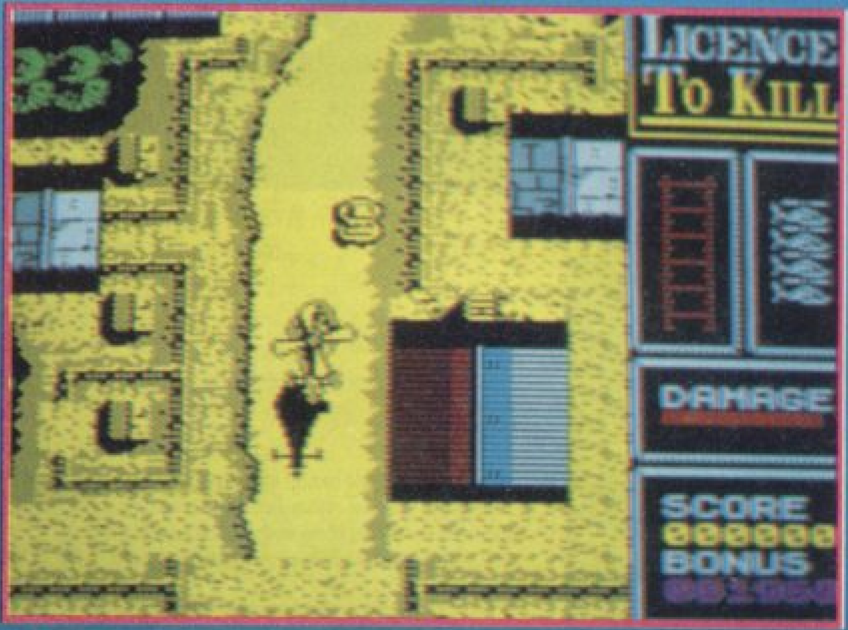
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JAMES BOND 007 COLLECTION



James Bond Helicopter hire, $50 per hour or a quick snog.

The name is Bond, James Bond. Over the last few decades this famous celluloid super-spy has struck fear into the hearts and minds of some amazingly camp super-criminals.

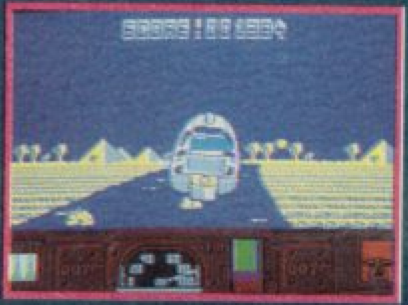
Armed with his PPK and polite English public school banter or schlightly refined shhcottish drawl, there probably isn't a better cinema character you could choose to transfer onto the computer screen. But the original all-pace action of the Bond films is sadly lacking in DoMark's Bond compilation.

The titles included are Live And Let Die, Licence To Kill and The Spy Who Loved Me, the plots meandering around the respective film scenarios. Live and Let Die involves Bond fighting a vicious Carribean dictator and aspiring drug baron, from the comfort of a powerboat, shooting and rocketing baddies as he whisks his way through canals, swamps and fjords avoiding close contact with enemy mines and fire power. The ever-friendly CIA drop all the weapons and supplies necessary for Bond to finish the mission - all you have to do is pick them up.



Disaster on the rocky river of doom!





Where are the CIA when you need them? Up the boozer, that's where!

The Spy Who Loved Me was the movie that unleashed Q's Lotus Esprit turbo special on an unsuspecting world and if I ever discover who stole my model of it twelve years ago I'll have 'em. The plot involves Bond and a beautiful Russian spy investigating the disappearance of Soviet and British nuclear Submarines. The baddie is a big fish called Stromberg and the action takes place on land and in water. You even encounter Jaws the famous metal toothed man!



Licence to Kill has our hero takes on an evil drug baron. A variety of transport including a helicopter, a seaplane and some underwater swimming are all represented.

The graphics and gameplay of all these games was originally disappointing, and unlike a Chateau Neuf de Pape, they don't improve with age. That's not to say they're completely dire - if anything, like our excellent white wine, they're extremely dry, it's just that you'd have hoped for a something with a little more body with licences like this.

Licence to Kill has the best boquet of the bunch, due to the number of vehicles and scenarios you have to master but overall, even with three games in the package I'm afraid they not going to leave you either shaken or even gently stirred.



BOND FAX

- It is claimed that the author, Ian Fleming who originally invented the character of James Bond, got the name from two streets, James Street and Bond Street, both of which are off Oxford street in the heart of London's west end.

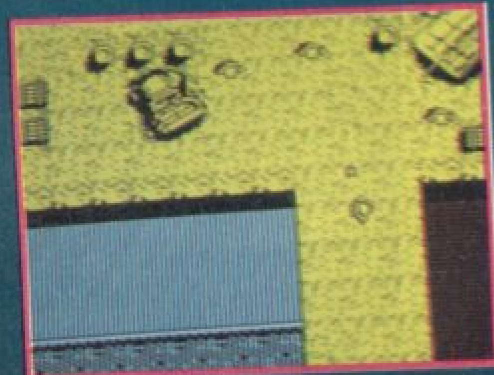
- The Spy Who Loved Me is credited as having the world's largest studio set built in 1976 at Pinewood studios in Buckinghamshire. It accommodated 1.2 million gallons of water an oil tanker and three nuclear submarines!

Scores

GRAPHICS	62
SOUND	61
PLAYABILITY	59
LASTABILITY	64

OVERALL 58%
Steve Keen

Disappointing licences but the popularity of the films probably means that this pack will sell well, so don't be too disappointed if you get it for Christmas.

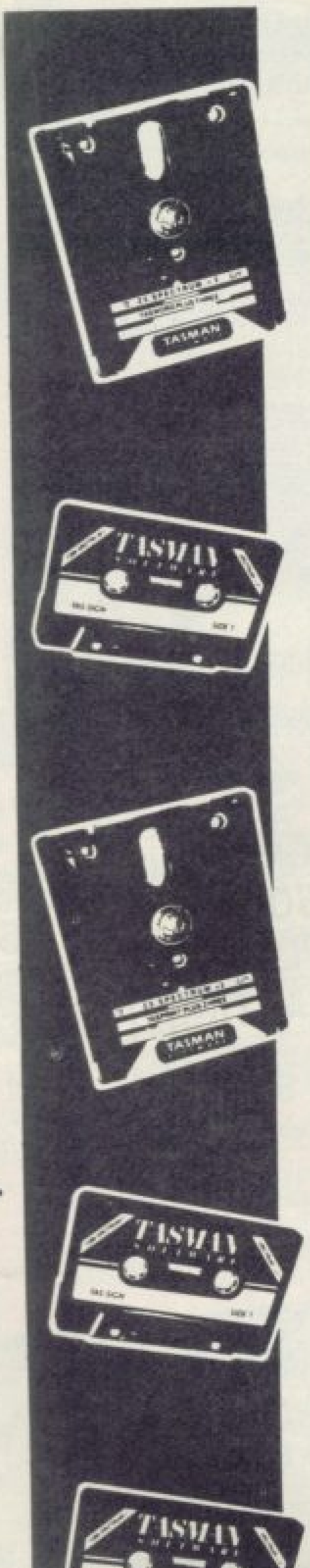


Nice dinner jacket Jim, where's the PPK?

Garth



I'm a great Bond fan, but there's neither Pusssy Galore, Plenty O'Toole to keep up your interest. The compilation is certainly never going to give you a Good Night so although the games are a bit wet, your Martini should always remain dry.



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Zooosh! Straight in at number one this month is Terminator 2. And it's Hesta la Vista to Heroquest as Arnie settles into the number one slot. Will it be the big number one for Christmas? Who knows? Who cares? Especially with such tack in the top ten - people will buy any old rubbish sometimes. I mean, what's Big Box and Back to the Future 3 doing there? Come on folks! If you read the reviews you'll save yourself the social embarassment of ending up with a Christmas Turkey in your stocking!

GARTH'S FOUR MOST RIDICULOUS ITEMS OF CLOTHING.

1 Shoes circa 1945. Old, black, all leather and about as fashionable as an Afghan coat at a rave.

2 Trousers circa 1955. Garth's first pair of trousers have lasted a long time. His parents who live in a pair of brushed demin loons, are proud of him

3 Shirts circa 1965. Super peace on earth print shirts in a range of psychedelic colours. A real hit with the chicks and Dr Robert Runcie.

4 Ties circa 1975. Garth's ties are so wide and colourful that tropical fish collectors regularly offer him big money for them.

ANDREA'S FOUR FAVE FANTASIES.

1 Not having to work for Garth, or Captain Kirk as he is known in the office due to his habit of staggering back and forth first thing in the morning as if in a meteorite shower and constantly complaining about the Klingons in the staff loo.

2 Having a horsy. Andrea actually fancies herself as the next Princess Anne and will be publishing her biography in these very pages in about fifteen years time.

3 Being thin. Andrea's last visit to the aquarium in London Zoo resulted in her imprisonment for 24 hours. They thought she was one of the visiting walruses!

4 Being attractive. Of course all of us who have the pleasure of working with Andrea already realise that she is absolutely wonderful and stunningly good looking.

ALAN'S FOUR FAVOURITE FOODSTUFFS

1 Bagels. Alan exists almost entirely on a diet of bagels and cream cheese. Currently recently weighed in at 27 stone 2 ounces. At this stage his doctor recommended a new diet mainly consisting of two beans.

3 Marmalade on toast. This is probably the heathiest thing that Big Al' has. It's a pity he doesn't eat it but instead uses each marmalade laden slice as a deadly throwing star of doom to ward off would-be bagel theives.

4 Vindaloo Curries. Since discovering these, Alan now weighs 7 stone 4 ounces and has managed to supply central London with most of it's methane gas generated electricity. Garth has reportedly made a fortune selling 'bagel gas' to the London Electricity Board and one other terrorist organisation.

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M10

GAME: Heroquest, Return of the Witchlord LABEL: Gremlin MEMORY: 48K/128K TAPE: £11.99 DISK:£15.99

HEROQUEST

RETURN OF THE WITCHLORD

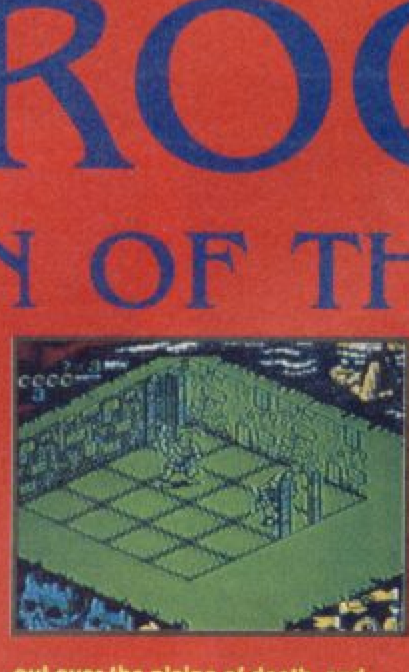
We raved about Heroquest in these very pages back in June giving it 90 percent and a SU Gold award. Now Gremlin have gone one better and brought out a genuine sequel to the original. Get your dragon's teeth into this one if you dare!

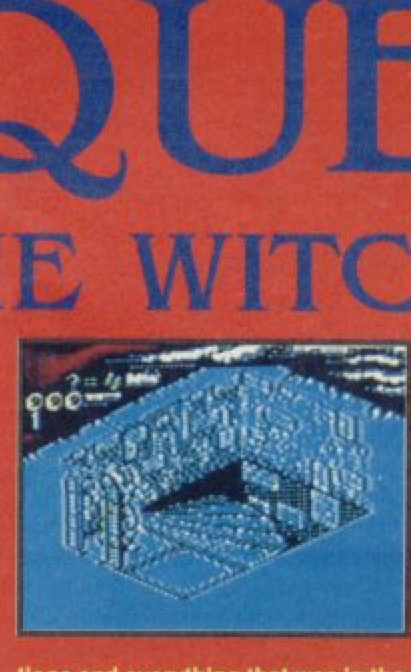
Return of the Witchlord is basically the same game and you MUST have a copy of the original Heroquest to play it. However the story is a continuation with a new and even more treacherous task and many new, stronger and more advanced enemies.

The evil Morcar your adversary in Heroquest was but a child by comparison with the Witch Lord whose ambitions stretch to control of the entire empire. He's holed up in the mountains of Kalos, looking out over the plains of death, and it's in the labyrinth of the mountain that your quest takes place.

To play return of the Witchlord you must not only have a copy of the original Heroquest but be able to play it successfully too as the outcome of this adventure will depend entirely on how well you've managed to develop your character and his skills. Return of the Witchlord is difficult.

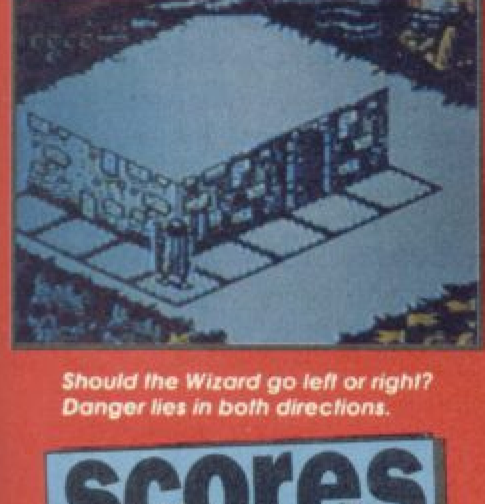
There are still options for four player games, save and load options and everything that was in the original. If you enjoyed Heroquest you will enjoy this too, there is no doubt about it.







Wicked Trolls in all their nastieness are no match for our heroes.



Should the Wizard go left or right? Danger lies in both directions.

scores	
GRAPHICS	85
SOUND	-
PLAYABILITY	88
LASTABILITY	93
OVERALL	87%

Big Al Dykes

A beautiful adventure game. It's a bit expensive for an add on scenario but I think anyone who enjoyed Heroquest will consider this game essential.

WITCH FAX

- Return of the Witchlord is a new, load in ectention to the original Heroquest game.
- You must already have a copy of the original Heroquest in order to play the extention.

Garth



I must say that I am a fan of the genre too. The computer version has verything the wargamer needs to go about their strange business. Fab!

WANNA BE A HERO ?

WIN!!!

COPIESOF HEROQUEST THE BOARDGAME COPIES OF HEROQUEST THE COMPUTER GAME PLUS COPIES OF RETURN OF THE WITCHLORD!!!

(courtesy of those REAL heros at Gremlin Graphics)

Well your big break is here 'cos It's time for the SU ultimate Heroquest competition. When the Christmas festivities are over and you've gone back into the humdrum of ordinary life, work and school you too can be a great big dwarf (eh?), a spell binding wizard or a fierce warrior, all of them if you want! And not just on your Spectrum either 'cos we're also giving away copies of the board game Advanced Heroquest.

The first five lucky winners will each receive a copy of The Advanced Heroquest board game, a copy of Return of the Witchlord for their spectrum and, wait for it, a copy of Heroquest too. Wow, mega overnight herodom dudes!

And......Ten amazingly lucky runners up will each receive copies of Gremlin's Heroquest. Guaranteed to get you in the adventure habit!

Just answer the following question:

Who was the Heroes adversary in Gremlin's original Heroquest?

Put your answer on a post card or sealed envelope and post it to: "I don't believe in fairies or trolls - the case for the defence rests m' lud" competition" SU Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Competition closes on 15th December. Anyone arguing about the rules will be paid a fast, late night visit by a strange and mysterious Garthmobile... and believe me, this time, it will be personal!

Spike in Transylvania

LABEL: CodeMasters MEMORY: 48K/128K TAPE: £3.99 DISK: n/a

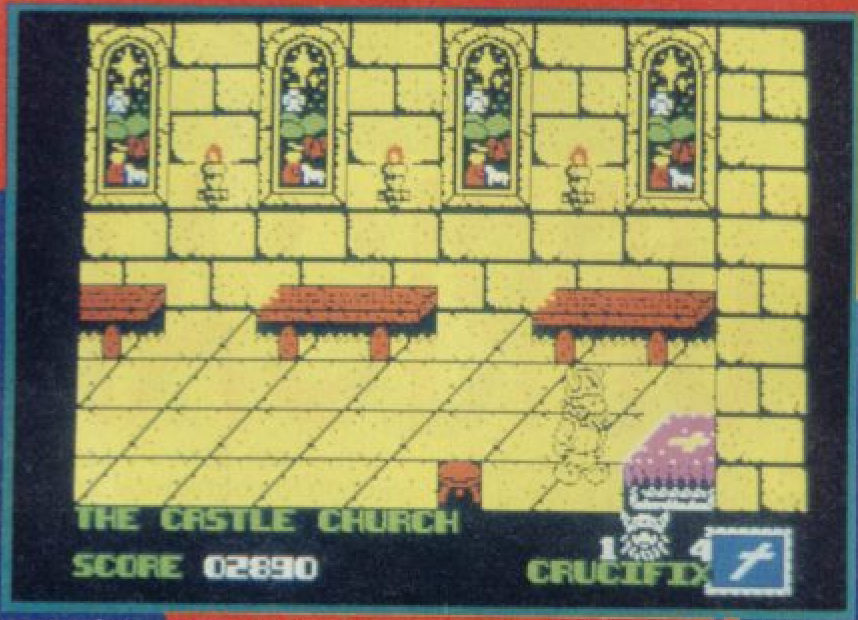
Ging Gang Goole Goole etc. etc. Ah yes, those lazy, hazy days of summer spent at scout camp. Whilst ancient vicars of dubious reputation play contact sports with their cubs, bigger boys tell ghost stories to petrified youngsters. Transylvania usually reared up it's terrifying head in these stories and always managed to conjure up an aura of mystery and terror.



No Spike, it's not a curry recipe.



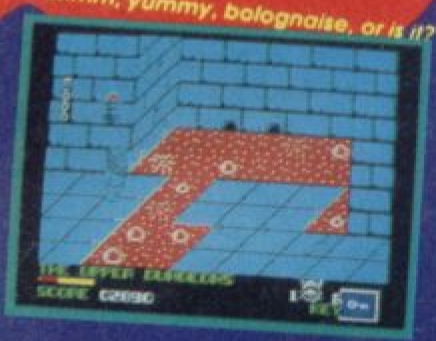
Do I hear a pair of Bell Bottoms?



Spike has turned up at the altar, but where is everyone else though?



Bribing the sentry, disgraceful!



Mmm, yummy, bolognaise, or is it?



A door opens, the world is waiting.



Is there anyone down there?

Scores	
GRAPHICS	76
SOUND	72
PLAYABILITY	70
LASTABILITY	75
OVERALL	74%

Alan Dykes

Spike is a creepy horror role playing fang that hasn't really got much depth or excitement. Although competently put together, it will only appeal if you're in the mood for a role playing game with a trivial feel to iit.

Beware of the vampire. That's what all the signs say at Transylvania's borders and believe me, most travelers should take heed. Unfortunately Spike isn't a normal traveler. Afflicted with a pathological desire to destroy the evil that has plagued this most scenic area of Hungary for centuries, he's condemned to a life of wandering and misery that befalls vicars of dubious reputation that get their pictures in the News of the World.

What you must do is save our diminutive hero from this fate worse than death is to take the reins and guide him along the path of evil that leads to eventual glory.

The game is basically a role playing game where you must gather and mix potions to defeat evil. A friendly wizard, once found, will name the ingredients that you need before you search around a village and a castle to collect the necessary gear. Some items will be easy to find, others less so and the game requires some thought about how to go about getting them. The village is quite straightforward but the castle is a large maze. Spike can only store six items at a time so if you find something more useful than a chocolate fire engine, make sure you make a note of where it is so you can go back and collect it later.

The graphics are acceptable but objects are sometimes difficult to make out. The main sprite is easy to control but dodgy graphic collisions and restricted movement (Spike sometimes appears to be nailed to objects), can make it a little frustrating. Fortunately enemies are a bit slow too, so the action, if you could really call it that, never gets too dangerous.

Spike in Transylvania isn't an especially long or difficult game. The main sprite looks a little like Captain Birdsye with a fireman's kit on, and although the game isn't cute it is involving and has some challenge. Spike won't drive anyone wild with enthusiasm or win big prizes for originality but it's certainly not a rusty old nail in the coffin either.



Food at last. Unfortunately Spike can't pick any up, boo hoo.

GARTH



Spike's very much like a jelly, cream and sponge dessert with a penknife trying to kill a whole load of nasties. Spike in Transilvania IS an adventurous trifle.

LABEL: KIXX MEMORY: 48K
TAPE: £3.99 DISK: N/a

HEROS OF THE LANCE

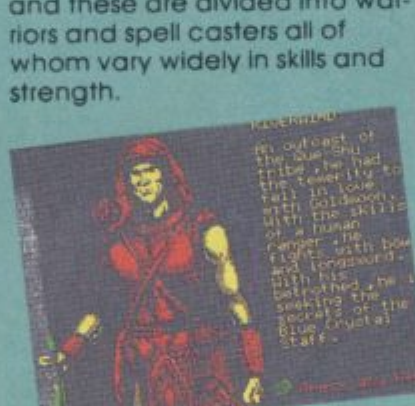


Playing Advanced Dungeons and Dragons is neither, as many people imagine, solely an occupation of cold, hungry students or the blue, furry hooded anorak brigade. Nor is it pursued by satanic hordes who all do strange things with goats and new born calves.

So why play it? The goats and calves all sounds like heaps of fun, but hard work (I'd imagine). What is needed is a bit of imagination and an endless supply of chocolate and coffee.

The game, based around the Dragonlance series of novels, involves you blocking the path of an evil sorceress before she escapes from her underworld prison and lays waste to the land of Krynn.

You control eight (count 'em) characters including members from all the well known D&D races: dwarf, elf, and human and these are divided into warriors and spell casters all of whom vary widely in skills and strength.



Exploration is the name of the game and picking up objects and money helps your mission. There is some real fighting action but this game really involves some brainpower, judgment and above all, strategy.

The story has great depth and the graphics are well drawn and detailed. If you're a joystick basher this game may not appeal but to anyone who likes AD&D or does strange things with farmyard animals, it'll have you indoors and out of trouble for weeks.

scores
OVERALL 79%
Big Al Dykes

Falls in between real action and pure role playing scenarios - a bit of a Jack of all trades and master of none. However, the detail should add interest.

LABEL: Kixx
MEMORY: 48K/128K
TAPE: £3.99

TURRICAN

Where did they get this name from? Turrican is a major shoot 'em up blast, first seen last year and it's title has been confusing me ever since.



A mythical science-fiction based, horizontally scrolling shoot 'em up, Turrican involves clearing five worlds of evil uglies using a space suited man with a futuristic pop gun. Sounds difficult? It is! However to help you along there are plenty of power-ups and special weapons varying from the mildly devastating to the totally annihilating. This includes a laser whip (OOhh!), a rapid fire laser gun (AAgghh!), smart bombs (KaaBoom!) and mines (and mine's a pint - of milk eh kids?)

The main sprite moves around the battlezone with great speed and agility and by transforming into a gyroscope or by using a force shield power up becomes invincible.



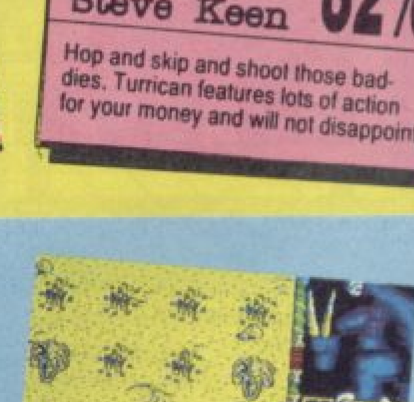
Although the graphics and sound aren't stunning, indeed for such a popular game they could have been better, the sheer scale of the action and the speed at which enemies attack, makes this a worthwhile budget buy.

scores
OVERALL 82%
Steve Keen

Hop and skip and shoot those baddies. Turrican features lots of action for your money and will not disappoint.

LABEL: Hit Squad
MEMORY: 48K/128K
TAPE: £3.99

DRAGON SPIRIT



Dragon Spirit first came to our Speccy screens only a couple of years ago as a Tengen coin op conversion. And now it's back!

Yes, belching fire with no consideration for the greenhouse effect, you control a large Dragon-shaped thingy as it makes its way up the screen, coughing a fiery death to all comers. And come they all do too! To beat them our fiery friend must collect odd egg shaped power-ups which litter the ground. Use his lethal breath to fry these eggs (yum yum), or drop a rock on them in a tally-ho chaps, yolks, bandits at one o' clock sort of move. Once cracked the eggs release a power up



which floats down the screen for our reptilian arsonist to pick up. He'll then grow an extra head (it's no wonder he hasn't any friends with this sort of behaviour) and his breath weapon becomes even more methane ridden than before, turning his foes into toast and his teeth into red hot razors of death, while leaving his bum, well, largely redundant.

The big sprite moves smoothly and whilst the backgrounds on later levels get a little complicatied, the graphics are sharp and carefully colourful.

scores
OVERALL 85%
Garth Sumpter

Bowel burning action that really begins to hot up quickly once you get into it. Dragon Spirit was a monster coin op and should do well on budget.

LABEL:Hit Squad MEMORY:48k/128k TAPE:£3.99

ALTERED BEAST





Altered Beast was very popular with me in the arcades. I especially liked the idea of visually transforming into different beasts for the tasks ahead. The animated bits in between were evocative and imaginative and have been retained in this version.

The gameplay is very simple - walk along the preset routes and punch/kick shoot anything that gets in your way. A wolf patrols these routes and once dead, throws up a spinning ball which you collect to complete your transformation. He-man, Were wolf, Flying Devil and Were-Tiger are all part of the arsenal available to you and along with each animal's special weapon.

Graphics in the first world are terrible, with disgusting colour bleeding and blocky animation, but it's made up for in some of the later screens. Scrolling is slightly jerky, but not too much. The multiload system employed does not enhance the game and unless you can't live without this conversion it's probably best forgotten and left alone.

scores
OVERALL 70%
Steve Keen

Loking rather dated by today's standards. When first reviewed we said it had some great graphics, but you'd be hard pushed to find anything, even the lowest of games, looking this dire today. Could be fun for some.

Garth:



It's not a beat 'em up and it's not an adventure just a pure arcade conversion. Not much went into the coin-op and this cousin reaps little out of it. Pure let down!

LABEL: Kixx MEMORY: 48K/128K
TAPE: £3.99

X OUT

Imagine diving beneath the waves to find a whole, underwater city eh! I'd like to see the smug milkman in the t.v. advert deliver his rancid red tops then. Especially if it's the underwater city of X Out, with all its defence drones and firepower.

Programmed by Walsall based software development team Arc Development, X Out has the lot. You have a choice of three subs, which you then kit out with various weapons, including three way missiles, homing missiles, drones which can be sent ahead and then recalled and three types of superweapon - flaming hands, a fireball and a forward radiating shield of doom that takes out all the enemy subs, gun emplacements and everything else for that matter with one blast.



There are four levels of fast furious action; graphics are monochrome but are as clean and precise as a surgeon's whistle, but of course you can't blow one of these underwater. Which is a bit of ruptured cod because, X Out really is something to blow your whistle about. X Out really is one of the Porcshes of the budget scene - fast, furious and fun but unlike a Porsche, you can afford to buy it now and garage it lovingly with all your other collectors' classics.

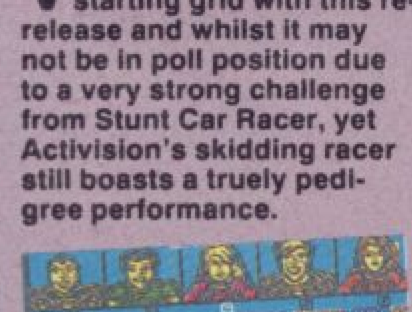
scores
OVERALL 87%
Garth Sumpter

Fast, furious, frantic fun with loads of sprites on screen at the same time and large end-of-level guardians. If you want finger-pumpin' action, then X Out is a great blaster from the past (er?)

GAME: Power Drift LABEL: Hit Squad MEMORY: 48K/128K TAPE: £3.99

POWER DRIFT

Vroom! It's back to the starting grid with this re-release and whilst it may not be in poll position due to a very strong challenge from Stunt Car Racer, yet Activision's skidding racer still boasts a truely pedigree performance.

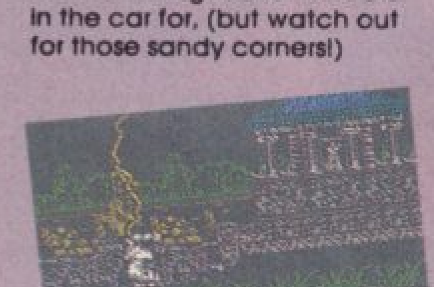


Choosing your machine and racetrack at the beginning puts you in a series of competitive races where only finishing third or better will allow you to progress onto each successive track.

Tracks vary from sand dunes and loose gravel to great, elevated concrete sections, with each different surface requiring a different style of driving. Loose surfaces have you power drifting around the bends - but take care! If you're too late in braking and turning on less solid surfaces, you're in for a spin, taking up precious seconds and positions whilst your car is straightened out.

Power Drift is a good racing game. The playability is excellent and is only let down by some graphical inconsistencies. It's possible to drive through some of your opponents' tyres but not all of them.

However, taking into account the overall playability and feel of the game, it's well worth running round to Boots in the car for, (but watch out for those sandy corners!)



STEVE



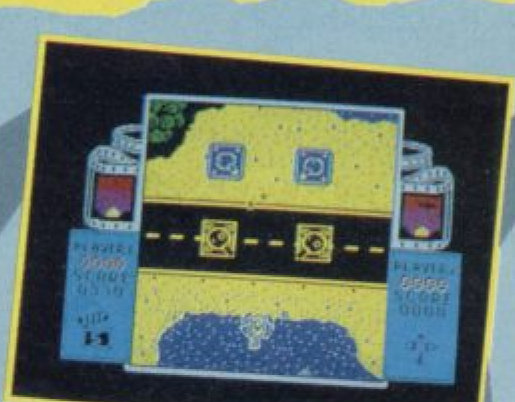
Although not a great fan of the game when it first appeared, Power Drift does have some nice points - not least of all the fact that you have to slide around bends. Not a sparkling example but nonetheless good fun.

scores
OVERALL 81%
Garth Sumpter

Slide that car and put the pedal to the metal. Power Drift has superb playability which will have you coming back for more, time after time.

LABEL: Code Masters MEMORY: 48K/128K
TAPE: £3.99 DISK: n/a

SKY HIGH



Tanks and gun emplacements, blast 'em

scores

GRAPHICS	65
SOUND	59
PLAYABILITY	67
LASTABILITY	67
OVERALL	64%

Alan Dykes

Sky High is not very difficult to play but there are a variety of aircraft to master. It's nothing fantastic but if you like flying shoot 'em ups this is a nice budget title.

Yet another simulation from Code-Masters! This time it takes the form of an aerial stuntman simulation (aerial not hairy-Al, Steve).

You have to fly all-action missions in a variety of aircraft, starting out with a helicopter, moving onto a balloon and graduating to (Top Gun, you lucky devil) winged aircraft.

Sky High is a vertically scrolling shoot 'em up that's easy to control and fun to play ... on some levels. The helicopter and plane levels are straightforward, that's forward, back, left, right, shoot, shoot and shoot again. The second level, where you control a balloon, involves using target crosshairs to pick out enemies and destroying them. The stuntman idea is loosely borne out by including cinematic references which include "cut!" when your aircraft is shot down, "amazing action", when there is some amazing action and your five lives are each a 'take'.

There's a two player option, although not simultaneous, which is useful for extra practice against a friend (if you have one).

I've always wanted to be a stuntman and although Sky High is really only a mediocre flight sim with a new name, it does have variety and a barrel of fun, but falls far short of a great 'gag'.

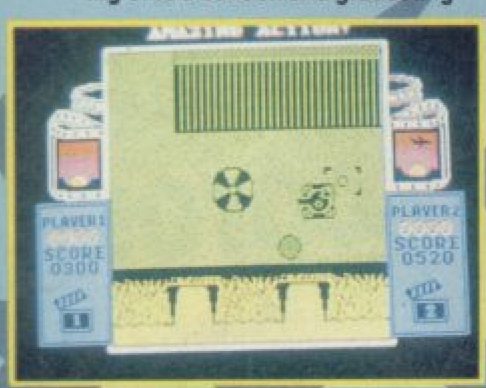


Garth: *Not much to hold my interest. However I really like the Fall Guy if that's any conciliation!*



Ship to shore, it's stuntman calling!



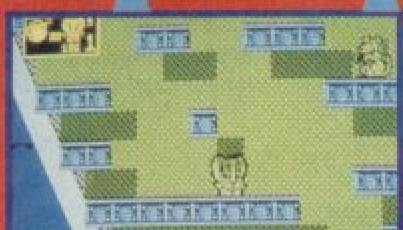




Steve: *The helicopter shoot 'em up scene is satisfying, but moving directly from that to a balloon is not at all that much fun.*

★★★★★★★★★★★★★ LABEL: Code Masters MEMORY: 48K/128K TAPE: £3.99

C.J. IN THE U.S.A.



Dumbo never really stood a chance ! CJ in the U.S.A. is the latest addition to the CJ series and bears an incredible family resemblance to its predecessor.

The high flying, free falling mammal uses his familiar skills to race around the colourful platform world, climbing steps and floating down crevasses by use of his umbrella. The screen layout is not as pretty as it's predecessor, but the sprite graphics are. CJ's trunk sways from side to side as he walks in true panto style whilst bombs abound again to be picked up along with a barrowload of life and score boosting fruit.

CJ's sprites are varied and ultra cute, whilst the gameplay is addictive and interesting (rescue as many ele-chums as you can) and backdrops with blooming colours are surprisingly easy on the eyes. However there's not a lot of room to think on some of the platforms and delicate jumps are a problem at first, but anyone who wants to continue the elephant's adventures will not be disappointed with this worthy sequel



scores

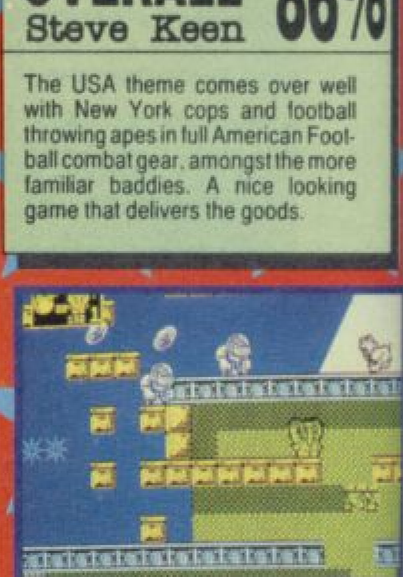
GRAPHICS	87
SOUND	75
PLAYABILITY	87
LASTABILITY	87
OVERALL	86%

Steve Keen

The USA theme comes over well with New York cops and football throwing apes in full American Football combat gear, amongst the more familiar baddies. A nice looking game that delivers the goods.



Garth: *A worthy successor to CJ's Elephant Antics and perhaps even better than the original. CJ in the USA has good graphics, cute sprites and a real sense of humour; a winning formula.*



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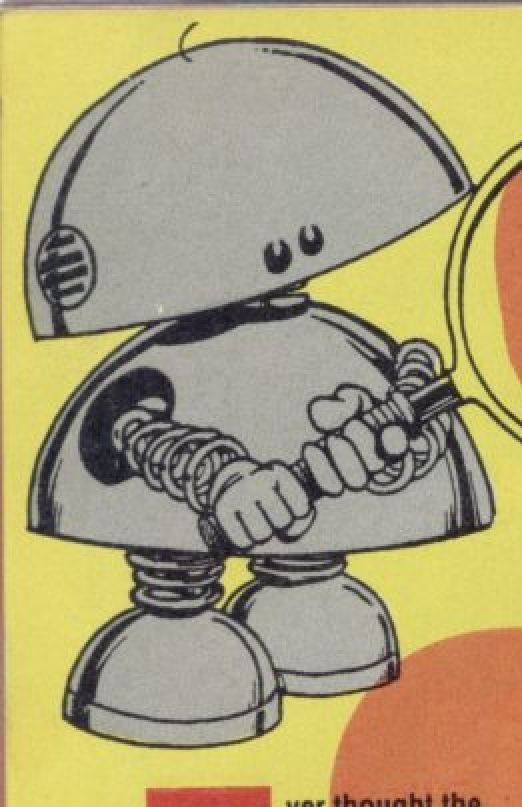
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- *More hand-held action than you can stuff down your trousers!*
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GO! Grab it quick - it's going fast!



SAM CITY

LABEL: Revelation **MEMORY: 256K/512K** **DISK: £9.99**

Splat!

Ever thought the mazes in Gauntlet were tough? Well this game is tougher than old boots and will test your skills to breaking point!

Cast your minds back a couple of years, and try to remember the Speccy classic, SPLAT! (Ask your big brothers about this one folks)

This game has now been converted to SAM, and has captured the playability and addictiveness of the classic. The only differences this time around, are enhanced graphics, more levels, and a SAM-ised sound sample when you move onto higher levels.

The aim of the game is, obviously, not to get erm, well, SPLATted!. To avoid this horrible fate stay within the boundaries of the screen for the length of the timer, and your skills will pay off by progressing to further levels.

The playing screen displays a segment of a scrolling maze, you must move around this, avoiding walls and collecting bonus fruit and grass as you go along.



A-maze-ing isn't it. Aggh.

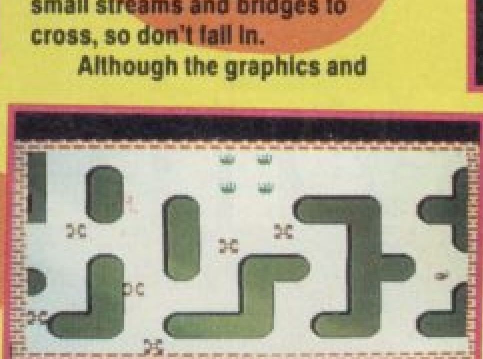
But believe me it isn't simple. There are awkward obstacles to overcome (could have guessed that) including spikes and dead ends. Certain death will face you if you do not escape the maze quickly enough. There are also small streams and bridges to cross, so don't fall in.

Although the graphics and sound are acceptable they don't go near the real capabilities of the SAM but this is generally made up for by good playability.

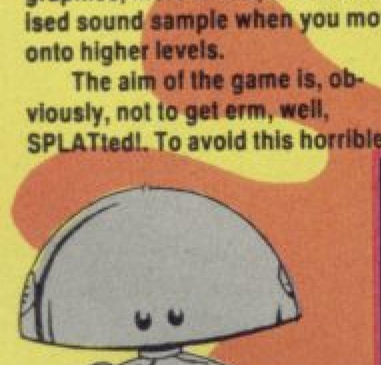
Obstacles and bonuses are hidden in some levels, so learning by experience is the order of the day.

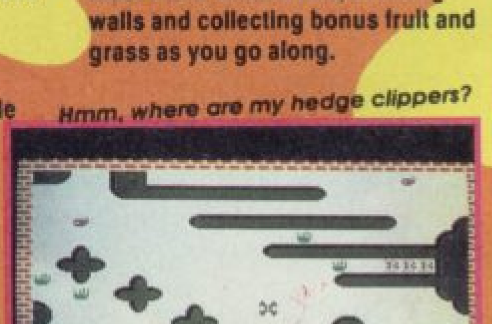
If you want a game that's cheerful, fun and stands the test of time then SPLAT! could be the one for you.





Hmm, where are my hedge clippers?





Big bonus points boyo! How to survive Splat! and get high scores.



scores

GRAPHICS	44
SOUND	42
PLAYABILITY	72
LASTABILITY	70
OVERALL	64%

Steve Brentwood

A blast from the past, keeping original design and playability, but with enhanced features. Great for the dark nights closing in.

NEWS

Impatient Bats 'n' Ballz

...is the proper name of the Breakout clone in the news column last month. Release date is before Christmas, so we will be bringing you more news soon. Impatience is the name of a 2 game package from FRED software which we'll be reviewing next month.

LEMMINGS MAY BE COMING THIS WAY!

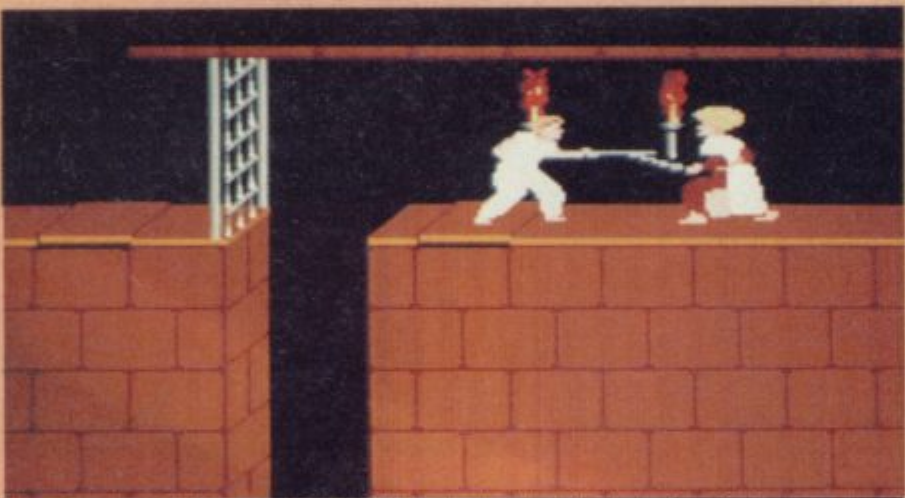
Unconfirmed rumors are about that the Amiga blockbuster, Lemmings may be converted to SAM in the not so far future.

For those who haven't seen a lemming before, they are cute little critters, with a rather compelling urge to jump off a cliffs (they realized that they should have been buying Sinclair User all these years). !

SAM PD GROWS EVER LARGER

Also termed as Discovery software, the SCPDSA (SAM COUPE PUBLIC DOMAIN SOFTWARE ASSOCIATION), has announced record sales in the PD scene. Already, there are over 150 disks available, each with at lease 5 or more programs on. As well as processing over 800 orders per month, there are new software items coming in at the rate of 2 disks (780K of PD material) every day.

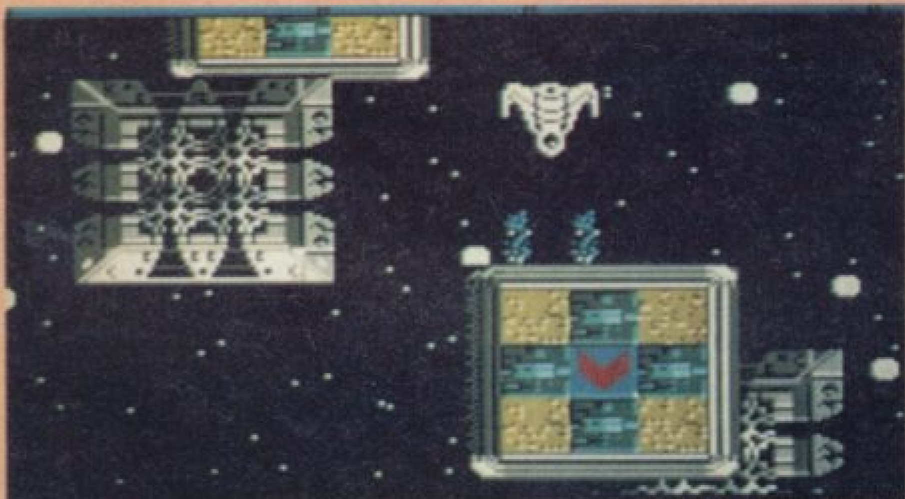
Six of the Best! SAM Whoppers



The classic 16-bit game on SAM! Packed with detailed animation, movie sequences, devilishly difficult obstacles to overcome and great music and sound effects. What more could you want from a game? Get **Prince of Persia** – you won't be disappointed.

Pipemania is one of those games that has a simple idea and graphics but is challenging and addictive. You have got to place the pieces of pipe on the screen to make the maximum length. When the timer runs out the water starts to flow and if you have left one small gap it will be mopping up time!





If you are a shoot 'em up fan then you will love this thrilling space adventure. Packed with deadly aliens to blast and amazing full screen end of level monsters that take some battering before they give up. **Sphera** is literally a megablast!

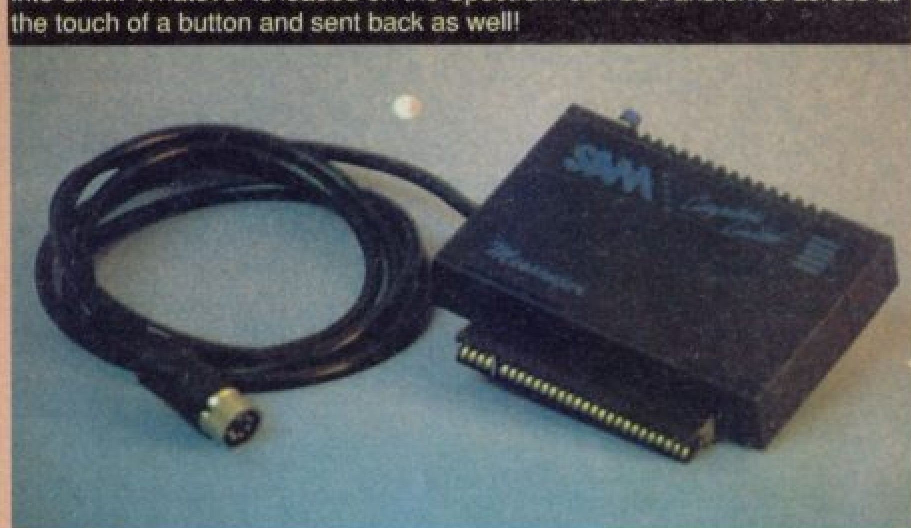
Enceladus – Encela . . what? Yes, most people can't pronounce the name but get a subscription to this disk magazine anyway because each issue is full of excellent work from Graham Burtenshaw and his contributors. A packed disk for only £2.50, that can't be bad.





Escape From The Planet of The Robot Monsters – Rescue all the fair maidens from the strange robot planet. They have all been put to work on the computers and are protected night and day by groups of angry robots. The three dimensional graphics and brilliant game play will soon have you addicted.

So you want to load in your Spectrum 48K software on SAM? Well it's easy! Just plug **The Messenger** into your Spectrum and the communication lead into SAM. Whatever is loaded on the Spectrum can be transferred across at the touch of a button and sent back as well!



THE SAM SPECS



★ 512K built-in memory – double the original SAM Coupe ★ 780K internal drive – with room for a second ★ 128 colours – 4 screen modes, with up to 512 x 192 pixel resolution ★ Joystick, mouse, MIDI and network ports ★ 6 Channel 8 octave stereo sound chip ★ Expansion port for further add-ons – such as printer interface, 1Mb memory ★ Connection to standard TV or monitor (with optional monitor cable) ★ Outstanding BASIC by Dr Andy Wright ★ Bundled graphics package, Flash, + games and discovery software ★ Compatible with thousands of Spectrum titles (using Messenger or SAMtape 4) as well as the great new SAM software ★ 8 excellent user magazines/diskzines ★ Full 1-year guarantee

EXPLORING WITH SAM



Maybe you're still a beginner. Maybe you've been using a computer for years. No matter which, SAM's your man if you want to get to know your computer better. And SAMCo's advice is free, from the people who know SAM best – just call 0792-700300.

There's a new SAM title for you explorers – MasterBASIC. Easy to use, clearly described, and FAST!! – so fast your friends will think you're working in code. Or if you want to see how other people do it with SAM, check out any of the brilliant SAM publications. There's Format, ZAT, Fred, The SAM Supplement, Enceladus, Outlet, and the SCPDSA . . . to name just some. Call SAMCo for more details

LEARNING WITH SAM



More and more schools are beginning to use SAM – because it's a powerful computer they can afford. And we've added to the primary school software list this month with Revelation's Maths Pack 1.

But learning with SAM can be fun at home too! Got a MIDI keyboard? Then open up a whole new world of musical experience with the fantastic SAM MIDI Sequencer. You've got your own 16-track recording studio in your own front-room. Use it to improve your keyboard skills, experiment with rhythms and sounds, build up your own compositions – but above all, make your own sweet music!

WORKING WITH SAM



Make that computer work! Well, a computer wouldn't be a computer, would it, if it couldn't make some of those little jobs we all have to do a bit easier? And SAM's no exception.

What about word-processing? Homework perhaps, or all those thank-you letters you're just going to have to write after Christmas. The new SAM word processor, Outwrite, is perfect. A large choice of fonts and colours to suit you, whether your 64-character display is on a TV or a monitor. And all the commands and controls your likely to need. Very professional. And SAMCo will guide you on a choice of printers for SAM, from budget-range models to sophisticated colour printers.

THE SAM 512K: A GREAT GAMES COMPUTER – AND MUCH MORE



SAM PRICES

Use this list to help you choose your SAM Products

Product	Price	Quantity	Total
SAM 512K Computer + 780K Drive	£199.99		
2nd SAM Disk Drive	£79.99		
Printer Interface (Parallel/RS232)	£29.99		
The Messenger (network to Speccy)	£39.99		
SAM Mouse	£39.99		
1Mb External Memory	£79.99		
Sound Sampler	£49.95		
SAMBus (connect up to 3 add-ons)	£49.95		
SCART Monitor Cable	£9.99		
Dual Joystick Cable	£9.99		
SAM Parallel Printer Cable	£9.99		
Network Leads	£9.99		
Call for information on SAM printers and monitors			
SAM Dust Cover	£6.99		
Advanced Technical Manual	£15.99		
NEW: "SAM – THE REVELATION" T-Shirt"	£9.99		

Product	Price	Quantity	Total
Prince of Persia	£14.99		
Hexagonia	£9.99		
The Sound Machine	£14.99		
Impatience	£9.99		
Escape from the Robot Monsters	£14.99		
Klax	£14.99		
Pipemaina	£14.99		
SAM Strike Out/Futureball	£14.99		
Sphera	£14.99		
Defenders of the Earth	£14.99		
Five on a Treasure Island	£14.99		
Football Director 2	£19.99		
Quizball	£9.99		
Outwrite – word processor	£17.00		
SC Filer – Database	£12.50		
Budget – Home Accounts	£7.95		
MasterBASIC	£15.99		
MasterDOS	£15.99		
Comet Assembler	£29.99		
MIDI Sequencer (with cables)	£39.99		
SAMtape 4 (Spectrum emulation)	£12.50		
Spelling Attack	£10.99		
Key Press – Primary word processor	£15.00		
Primary Maths Pack 1	£10.99		
Highway Code	£10.99		

WHAT TO DO NEXT

Check out the list of key SAM dealers on the SAM MISSION page. If one of your favourite dealers is there, they'll be able to help. If not, your local dealer may not know much about SAM yet. Why not talk to them about it. We can always get what you want to *any* UK dealer within a day or two – and don't forget, if your dealer is still learning about SAM, you've always got a direct line through to us at SAMCo . . .

And if you can't find a favourite dealer, then you can order from us directly. Simply fill in the order form here (or send us a letter if you don't want to molest your Sinclair User) and send a cheque/postal order for the right amount – there's no postage charge in the UK, and VAT is included – to:

SAM Computers Ltd
Lakeside, Phoenix Way
Swansea Enterprise Park
SA7 9EH

Now, the important details

Your name:..

Your address (with postcode)....................

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and (in case of a delay) your phone number...

LABEL: Code Masters MEMORY: 48K/128K TAPE: £ 3.99

SEYMOUR GOES TO HOLLYWOOD

Dizzy is a character we are by now all familiar with in Magic land and Fantasy world. But believe it or not he has a real-world cousin named Seymour who finds himself in this, his first adventure, pitted against the larger-than-life characters and pitfalls of good old tinsel-town; Hollywood.



Seymour is apparently a film star and thus feels he has earned the right to hob nob with the big boys in sin city LA. The loading screen fills viewers with hope as famous hollywood characters like Robocop are sketched rather nicely in familiar poses, however we don't actually see much of these in the actual game! Instead we're presented with a classic Dizzy pick up the pieces and deposit them in the right place or the right person's hand scenario and, as Barry Norman would say, "Why not?"

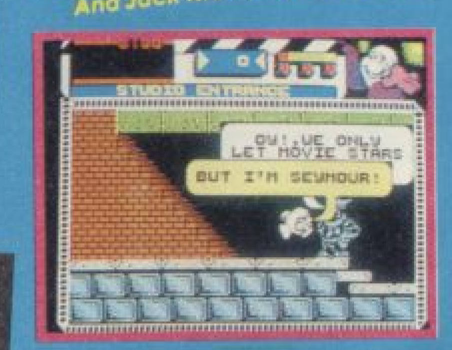
The graphics are very cartoon orientated and can be quite humourous. Seymour looks rather like a peeled potato on legs and is usually only taken seriously by the other game characters when he is wearing a pair of film star sunglasses. Watch out for his secretary, she's very nice. A real sweet potato! The soundtrack is fine too.

Dizzy seems to have a charmed life as a character and I don't think his fans will be too disappointed with Seymour. Even if he is a potato he may not be an instant Smash with everyone.





And Jack Nicholson's not here!



Try wearing Jack's glasses...



No Walker's Potatoes in Hollywood.

Garth
Wondering around the studios of Hollywood could have been more spectacular - but this 'real world' Dizzy is entertaining.



scores

GRAPHICS	71
SOUND	70
PLAYABILITY	65
LASTABILITY	67
OVERALL	69%

Big Al Dykes

Good all round fun in a Dizzy sort of way. Seymour wanders around the maze that is hollywood and everyone has a good time.

LABEL: Code Masters MEMORY: 48K/128K TAPE: £ 3.99 DISK: N/a

QUATRO COIN-OPS

Feel like a bit of gambling eh? Well this is the game for you in that case. If like our Garthy you're a bit of a big spender down the local arcade, but unlike him, you expect big returns for your time and money then this package may only be of passing interest - unless you really are the king of lounge lizards.

The four titles in this package are varied, with one common denominator - Pub games! Yes, all of the games can be found in most pubs and sleazy arcades from Leighton Buzzard to Vas Vegas. We had differing opinions on the games however. Garth and I became addicted to the Fruit Machine, Andrea to the Pinball game and Jerry Hall our Ad Man, to the Pub Trivia quiz. The one game that seemed to not follow this tested formula was Fast Food - an unfortunate PacMan clone which held no interest for anyone.

Graphics and gameplay on the titles are rather variable. Fast Food, involves wandering around a maze collecting various high cholesterol foodstuffs has the least exciting gameplay and graphics but conversely Pub trivia and Fruit Machine are well drawn with realistic animation.

Pinball is a mixed bag. Any pinball game can get at least a little addictive and this is no exception even if it is far less than spectacular.





The biggest problem lies with Pub Trivia and Fruit Machine, they are both realistic and thus it is very dissapointing when you win loadsa money but don't get any of it to turn into drinking vouchers at the end of the evening.

All in all though, if you can live with the idea of not winning any money for your efforts, then this really is the compilation for you. If you're the undisputed king of the (Pub) Lounge Lizards.

scores

GRAPHICS	70
SOUND	73
PLAYABILITY	76
LASTABILITY	69
OVERALL	71%

Big Al Dykes

Lots of gambling mayhem and not-to-difficult quiz related japes with some Pinball and a PacMan clone thrown in for good measure. Jolly, jolly and jolly again.

other stuff

LOONY TUNES

Invading stores up and down the country just in time for Christmas are the huge selections of cuddly toys that are up for grabs. Few could be more familiar than the Warner Brothers collection featuring Sylvester, Tweety, Tom and Jerry and a host more in an assortment of sizes. Starting at £5.99



UP THE HAMMERS

Ever fancied you're own mallet of Timmy Mallet fame? Well also doing the rounds are these scaled down versions of the famous concussion device. There foam exterior insure no injuries are incurred only a whole lot of fun.





HEY IT'S 'ARRY

If cuddly doesn't grab you huge and cuddly might. Currently occupying a large amount of floor space in selected shops are the Harry Henderson Family or better known to most as Bigfoots. There are four sizes starting from the very small and small to the medium talking size to the full five feet variety. If you've got room that is!

SHED SOME LIGHT

And finally if the above models don't give you the shudders these glow in the dark versions surely will!

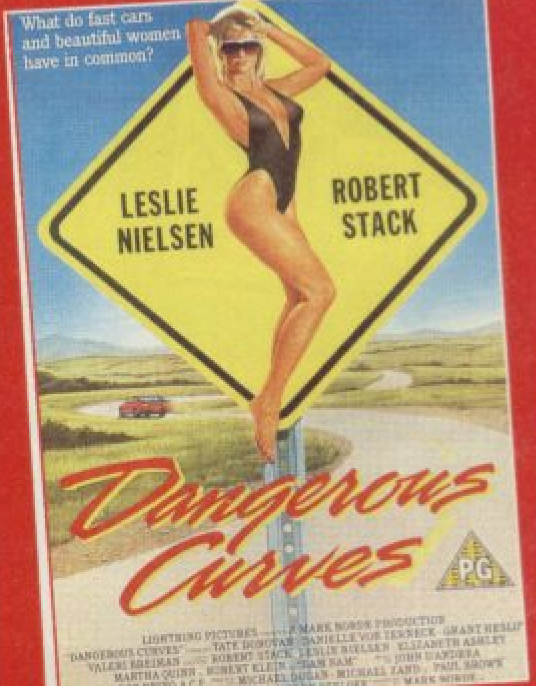


CHE
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DANGEROUS CURVES

Leslie Nielsen makes a brief and fleeting appearance in this sorry tale about two high school pals who have the enviable task of delivering a brand new Porsche to a wealthy buisinessman's daughter for her birthday. However during a quick stop off enroute the car is stolen and turns up as first prize in a local beauty competition. The luckless guys are thus stranded amongst the aspiring babes trying any way they can to get back their vehicle whilst being pursued by the bad guys. Riotous fun and the inevitable slap stick. £9.99

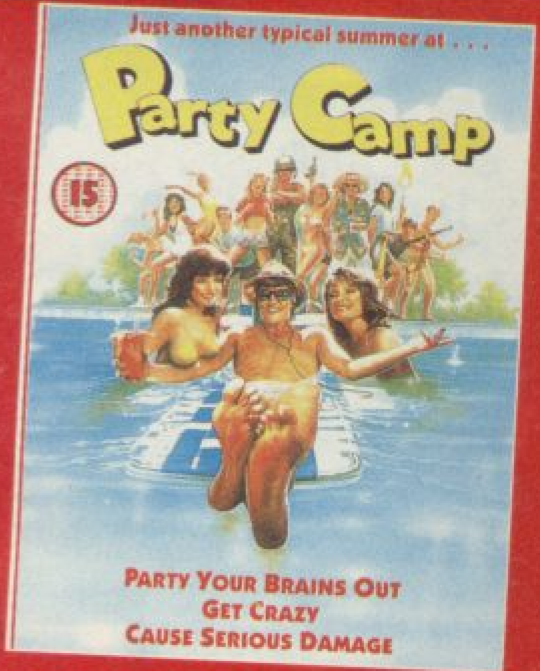


ALL DOGS GO TO HEAVEN

Fresh on the shelves and in the stores as we speak is Don Bluth's sumptuously animated cartoon adventure All Dogs Go To Heaven. Set in the leaky town of New Orleans Charlie B. Barkin has been sprung from the local dog pound by life long pal Itchy. Returning to their old stomping ground and nightclub the two discover that their former partner Carface Malone is not too keen to share the profits of the last few years with the wayward hounds. Carface arranges for Charlies murder, but the street wise pooch cheats death and returns from heaven for his revenge. Discovering a kidnaped orphan in Carface's basement he embarks on a ruse to help both of them. Featuring the voices of Burt Reynolds and Dom De Luise it's a roller coaster of a film that'll have everyone in tears! £7.48

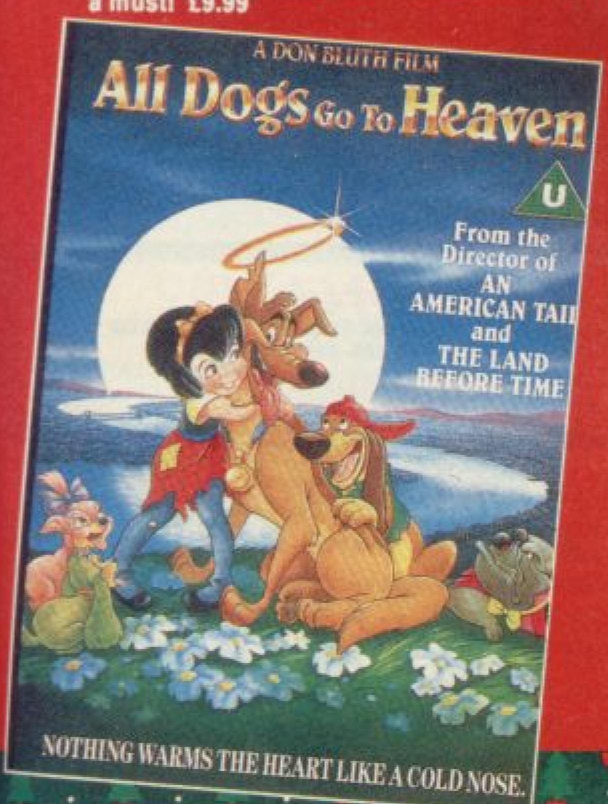
ECK
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PARTY CAMP

We guarantee you've never been to a summer camp like this one. Kirk Cribb stars as every teenage kids star counselor at Camp Chipmunk. The traditional camp rivalry between the camp huts is given a slight tilt in balance with the arrival of Jerry as he champions the dorky Squirrels against the jocks Falcons, led by the military styled Tad. With dopey deeds, perilous pranks and girls girls girls Party Camp is one of the funniest exposes of a little known phenomenon that is a part of every Americans childhood. Buy it or at least rent it, it's a must! £9.99





IN THE MOVIES

The shop doesn't just have the disgusting the humorous or just plain special and cute familiar objects are on offer as well. From a talking version of Beetle Juice, that doesn't need batteries, and a six inch version of the infamous ED-209 to the lovable Mogwai (Just don't add water - know what I mean?!) All £49.95 each.





ROLE MODELS

Continuing along in a model fashion (groan! - Ed) Freddy and his pals Texas and Pin Head are just a few of the other delightful characters you'll meet in cardboard boxes scattered around the shop just waiting for your assembling powers! £34.95



ARNIE'S BACK

We're back on the streets and checking out the goodies all over London. Although most of the shops featured in Checkout are in the South many have branches all over the country and 99% operate some kind of mail order system so don't be left out join in and Check It Out! Kicking off in that Aladdins cave of the mysterious, fascinating and downright weird, Forbidden Planet. The huge array of film related memorabilia now incorporates these incredibly detailed hand painted models of Arnie in full and semi Terminator mode. But if you're up for a challenge you can assemble your own full length models from scratch. £36.50



ME ARMOUR

With Christmas on our heels the imminent approach of the party is not far behind. This year go all the way with a complete set of armour for that gladiatorial look. Or if you want to make yourself up Selfridges have a complete floor dedicated to those late nighters. Everything from spray foam and party poppers to full headed masks can be bought as well as the more traditional decorations and streamers.



dk'tronics



Lightwriter™

- Very easy to use - all functions are selected from on-screen instructions.
- Fully Menu driven. Choose inks, papers, erase, fill, etc.
- Top quality interface and lightpen unit complete with software (cassette).
- Save/Load screen images that you have created with your Lightpen.
- Complete with full instructions on it's installation and use.
- Highly reliable design - many thousands have already been sold.
- This unit is attractively styled in computer colours to integrate perfectly with your computer system
- Animate several screens in the computer's memory.
- Comes complete, ready to go. Plugs neatly into rear of Spectrum.

COMPLETE SYSTEM
LIGHTPEN/INTERFACE/SOFTWARE ONLY £15.99

RAM MUSIC MACHINE



• It's a full sound sampling system allowing any sound to be recorded digitally into the computer RAM. Once stored, the sound can be replayed at different pitches with many varying effects. • It's an echo chamber & digital delay line. Create some very interesting effects. • It's a two voice music/sound synth. • The Music Machine can also be used as a drum machine - eight drum sounds are already provided for you, but you can easily produce more of your own. • The extremely powerful software allows you to compose tunes from individual bars of music. You can edit your creations on screen & Save/Load sounds, instruments & rhythms. • Fully MIDI compatible. The Ram Music Machine supports full MIDI In, MIDI Out & MIDI Thru. • Output through your Hi-Fi or Headphones. Comes complete with microphone. • Use a full size MIDI keyboard to play the Music Machine. • Sounds produced by the Music Machine can be mixed with a MIDI synthesiser's own sounds. • On screen Sound Editor can produce MIDI data from your own compositions. • Various sampled sounds are provided in order to get you going. • No other product can offer so much in one unit - it's the TOTAL SOLUTION!!

ONLY £49.99

SPECDRUM



• **Now you can turn your Spectrum into a real Digital Drum Machine.**

• SpecDrum from Cheetah Marketing is a superb plug in device that produces "real" drum sounds via it's unique digital system.

• On screen menu driven drum kit makes composing drum sounds easy for anyone to do!

• Just plug the output into your Hi-Fi, cassette player, etc. and thats it - your Spectrum is a drum kit!!

• Comes complete with DrumKit Sound plus extra DrumKit and Kit Editor Program (worth £9.99) absolutely FREE!!

ONLY £14.99

IMPORTANT PLEASE STATE FOR 48K/128K/+2/+2A/+3 COMPUTERS WHEN ORDERING NOTE THAT THE +2A COMPUTER HAS A BLACK CASE UNLIKE THE +2 WHICH HAS A GREY CASE. IT IS IMPORTANT TO STATE EXACTLY WHICH MODEL OF SPECTRUM YOU HAVE WHEN ORDERING.

dk'tronics



PARALLEL/CENTRONICS PRINTER INTERFACE

- Now you can connect most full size parallel printers to your Spectrum.
- Fully re-locatable controlling software (cassette).
- Supplied with Interface with most software using the printer channel e.g. Tasword, Devpac, etc.
- LList, LLprint supported & HiRes screen dump (Epson).
- Comes complete with printer cable - no more to buy!

ONLY £19.99

RAM RAMPRINT™



THE ULTIMATE PRINTER INTERFACE WITH BUILT-IN WORDPROCESSOR... NO SOFTWARE TAPES TO LOAD!!

• Works with most any full size Centronics printer. • Huge range of printer driver options for maximum compatibility. • Software on ROM - just power up & go! • Even has built-in joystick interface (Kempston). • Comes complete with printer cable - no more to buy.

PLUS A SUPERB WORD PROCESSOR...

• Not only are the printer drivers in ROM - the RamPrint even has a wordprocessor built-in!! Just power up & type. • Full range of wordprocessor commands without the need to load anything.

ONLY £34.99 NO MORE TO BUY!!

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ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO....

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COiN OPS

STEEL TALONS

Atari Games

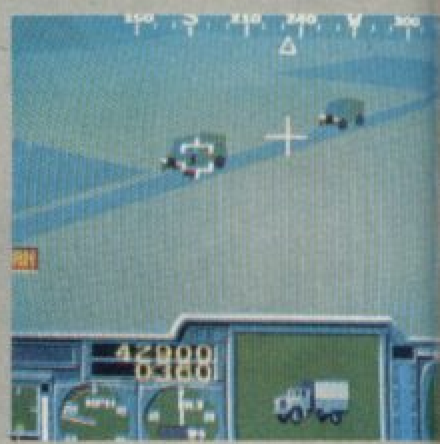
Ever imagined you might be the proud wielder of a massively powerful chopper? Don t we all, but those dreams can come true for you at the controls of Atari s newest epic, Steel Talons. Coming to us in a big two player sit-in cabinet, Steel Talons puts you at the controls of a massively powerful military helicopter, with 12 missions to complete either on your own, or in co-operation with a friend. Alternatively, you and your mate can just attempt to blow each other out of the sky! The graphics are drawn using polygon techniques, like Hard Drivin and Race Drivin were, but the result is fast, colourful and realistic.

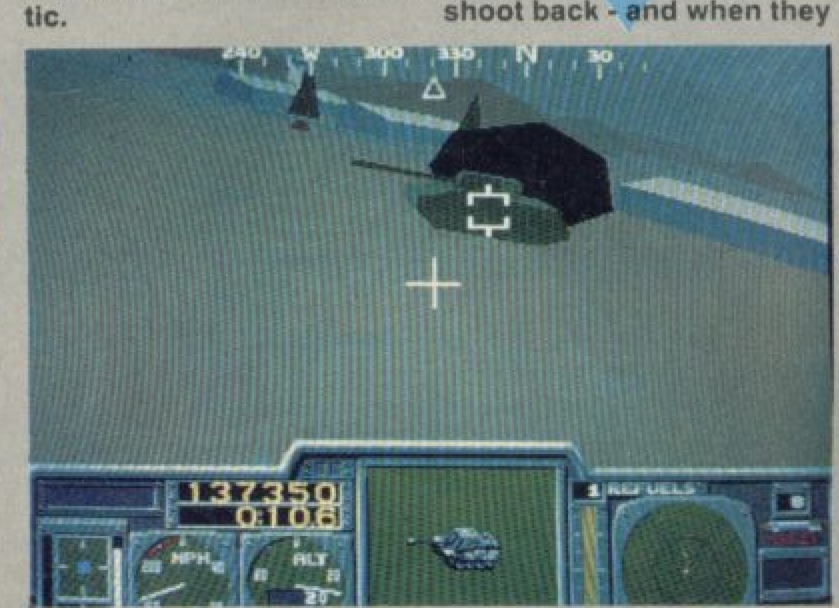
Being a helicopter, the controls are not that simple, with foot controls for left and right turns, joystick for dive/climb and tilt left/right plus a lever on the side of the cockpit for altering altitude. Confused? You may well be at first, but there is the saving grace of a good training mode - plus an easy play mode. For the advanced pilots, you can press a button and feel what it's like to fly a real helicopter - or more likely dive straight into the ground. The action is pretty cool - with you having to identify targets on your radar and the go get em with machine cannon and heat seeking radar. Trouble is, they shoot back - and when they hit, Atari do something to your seat that vibrates the botty rather uncomfortably!

Still, if you're looking for a genuine arcade challenge, Steel Talons is the best there is around right now - give it a try!

ADDICT FACTOR 87







★★★★★★★★★★

It's arcade time again folks and John Cook, our resident man with a 10 pee, tries and flies STEEL TALONS, takes on the Arnie clones in T2, tries out THUNDER DRAGON and joins the possey of the very latest four player game, SUNSET RIDERS. Yee Haa!

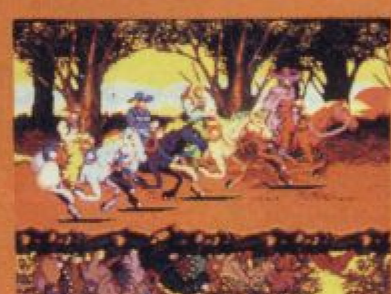
★★★★★★★★★★

SUNSET RIDERS

Konami

The last four player game that Konami produced was the excellent Vendetta - now there s a new one called Sunset Riders. Set in the Wild, Wild West, you are a Bounty Hunter - which doesn't mean that you have a strong liking for coconut and chocolate, OK.

You make your living by catching big time outlaws - which inevitably means that there are a whole lot of small time outlaws to be blown away on the way to the big killing. Starting with only a trusty pistol, two fire buttons and an eight-way joystick, you horizontally scroll your way from Santa Fe to Boot Hill, picking up bonus weapons, watching out for the odd cattle stampede and generally laying down serious lead. Sound a bit banal perhaps, but Sunset Riders plays very well indeed and should prove an interesting challenge for your finely honed arcade skills, pard.



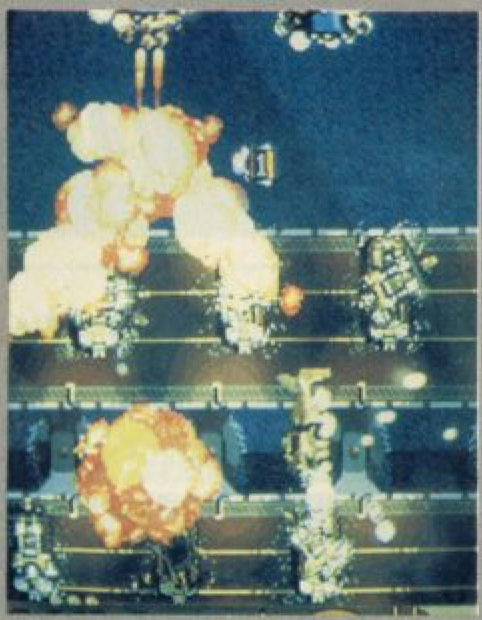


ADDICT FACTOR 82









THUNDER DRAGON

Tecmo don't do many games. They don t do many different types of game. But I'll tell you what - they don t half make stonkingly good shoot-em ups! Thunder Force is the latest of these - and to be honest, as we approached the game from afar there were cries of, Not another bleedin' vertically scrolling shoot-em-up.

The graphics were neat, but so what? Then we started playing the thing. Thunder Force is fast. Very fast. Breaking out in large beads of sweat fast. Think you've got good reactions, well this baby will for the men out from the boys. Aliens come at you from all directions, all firing like mad - but somehow you squeeze through the gaps in the rain of fire to blast away wave after wave - until the inevitable lucky shot gets through, leaving you slumped breathless and drooling on the controls.

You want a shoot-em-up. This is it - go baby, go!

ADDICT FACTOR 91

ATOMIC PUNK

Williams

One of the best games on that strangely named machine, the PC Engine, is called Bomber Man - and you can imagine our surprise when, lo and behold, it appeared bold as brass on coin-op, but now called Atomic Punk. Atomic Punk has up to four of you weebling around a maze environment, with the aim of killing everyone else off! How do you achieve this feat of mayhem. Well, pressing the fire button drops a bomb. After a few seconds, this bomb explodes, sending out tongues of flame down the nearby corridors. And anyone caught in the blast, including you, gets fried? Got that? Add interesting power-ups that let you drop more than one bomb at once, make your blast more powerful....or even blow them up to order with a remote control...and you have one of the best multiplayer games to hit the arcades in many years.

Also available in a one player version where you zap Computer Controlled Baddies - Atomic Punk is one of those games that is well worth saving up to play a lot. If only it was out on the Speccy, (sob!).



ADDICT FACTOR 85

TERMINATOR II

Irem

You want to play vids or do you want to play pinball? Because Williams has produced both for this mega licence - and you want to know something? They are both as brill as the movie itself!

First of all there's the video game, which is a mow-em-down in the tradition of Op Wolf. But comparing T2 the Vid to Op Wolf itself is like comparing a Rolls to a Skoda, black to white or even someone very funny to Jeremy Beadle.

For a start, for the wimpish amongst us, in T2 you're not zapping human, but protecting them against the Cyberdine Robots - but boy do you mow these down by the cartload, using an authentic Terminator machine pistol. Over 40 Meg of graphics, wildly astonishing sound effect and some great two-player gameplay make this the game to play at all costs if you get anywhere near one. But there's more... We all know that the most cool thing to do in the history of the Universe is to be wildly competent at pinball, don t we? Yes we do - and now you can emulate your favourite role model (Arnie, who else?) while doing pins at the same time - with the T2 pinball table.

You know that this is going to be a little different when you realise that there s no plunger thing to get the silver ball into the playfield. Only the trigger of a gun! The table itself is frighteningly fast, with left and right ramps, targets galore and some neat features. Best of all is one which can load up a gun on the playfield that pans slowly left and right. Firing the start trigger fires the ball out of the gun, an d if you hit a designated target with it, all hell breaks loose, with the most frantic multi-ball sequence ever seen in a pin!



PIN ADDICT FACTOR 93

A must for all the cool dudes - just don't blow it by pressing both flippers at once, will you?

VID ADDICT FACTOR 91

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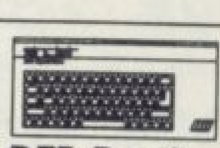
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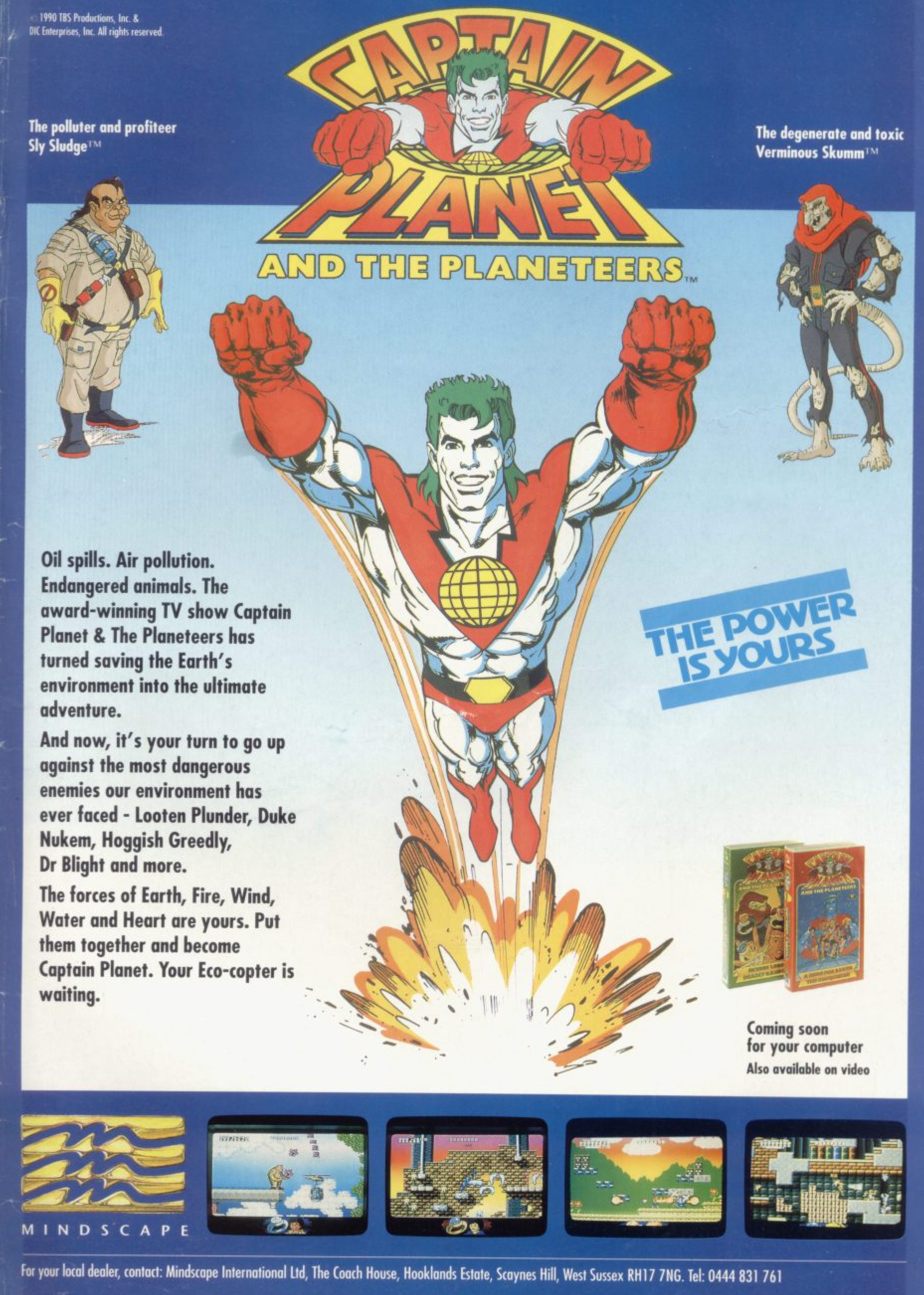
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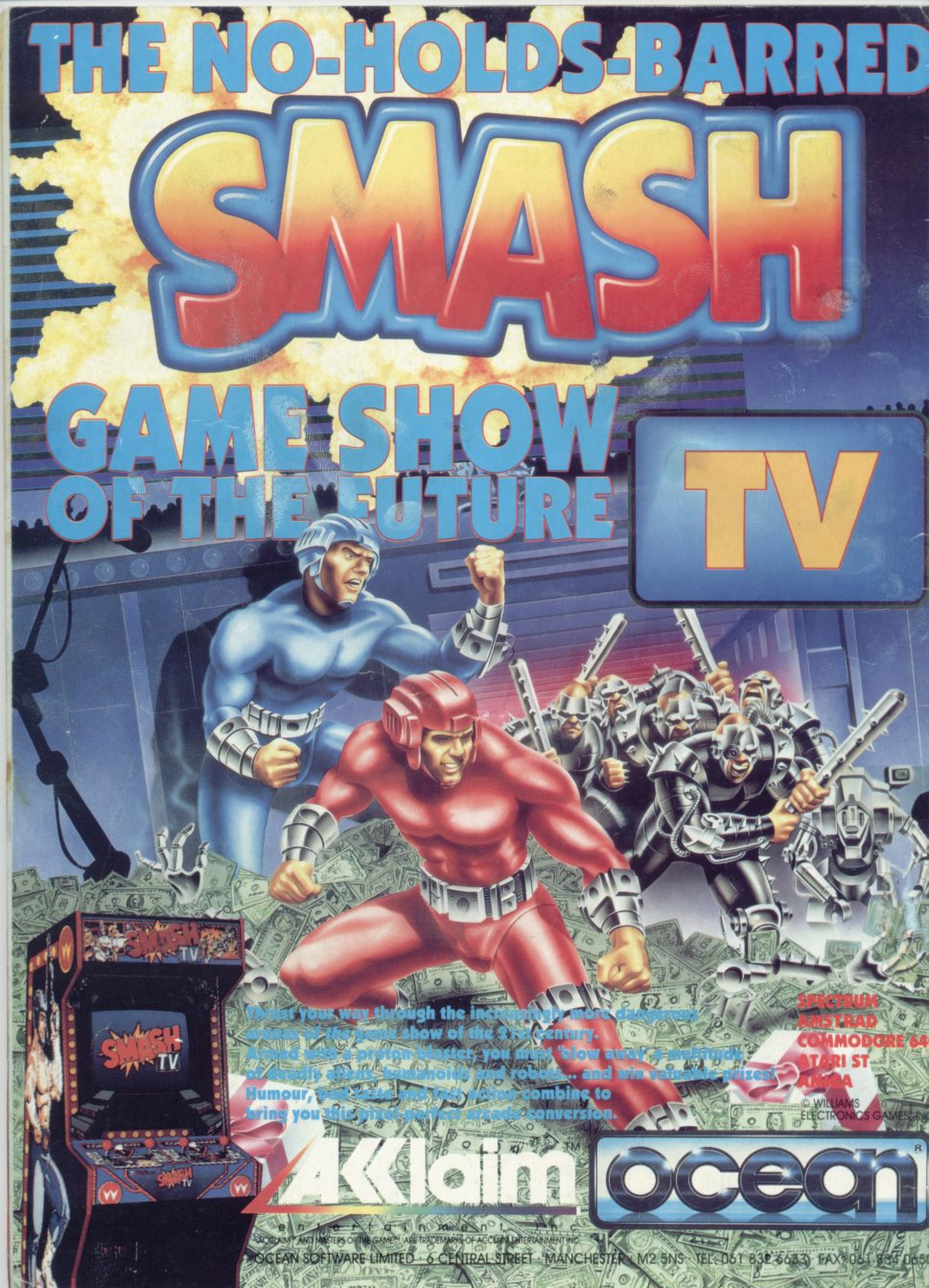
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